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PRINCE of PERSIA

THE TWO THRONES™



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PRINCE of PERSIA THE TWO THRONES™

PRIMA OFFICIAL GAME GUIDE

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Prima Games

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INTRODUCTION

Steeped in the rich history of video games, the *Prince of Persia* series returns for the prince's third epic adventure. This guide will help everyone from advanced gamers who want to get the most from the fighting engine to casual gamers who are most interested in the game's involving story. Whatever you may need, it's in the following pages.

New to the Kingdom

If you are new to this series, read the "A Princely Tale" section to catch up on current events.

The events of *Prince of Persia The Two Thrones*™ take place immediately after last year's hit, *Prince of Persia Warrior Within*™.

This game introduces a few new features to the series, one of which is the new acrobatic stealth kill aptly named "Speed Kill."

Most notable, however, is the second playable character, the Dark Prince. A sand monster version of the actual prince, the Dark Prince wields a weapon not seen in the series before, the Daggettail. For more details on the Speed Kill and the Dark Prince, see the "Princely Acts" section.

Keys to the Kingdom

Main Menu



Press Start at the Main menu and choose New Game. After your first save, you can pick up where you left off by choosing Load Game.



Difficulty

If this is your first foray into the world of Persian peril, consider getting your feet wet on the Easy difficulty setting.

Hardcore return visitors to the Persian streets (and rooftops) who are more familiar with the series should give it a go at the Hard difficulty setting. Casual gamers, new or old, should stick with Normal difficulty.



Options



Choose Options to modify the game to suit your needs. You can alter everything from the look, sound, and even the feel of the game.

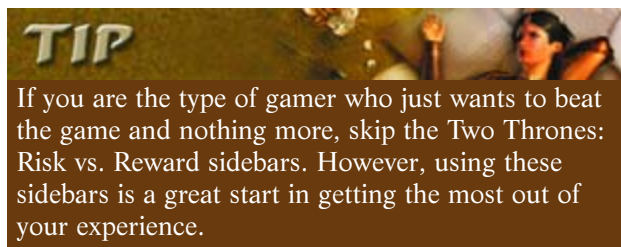
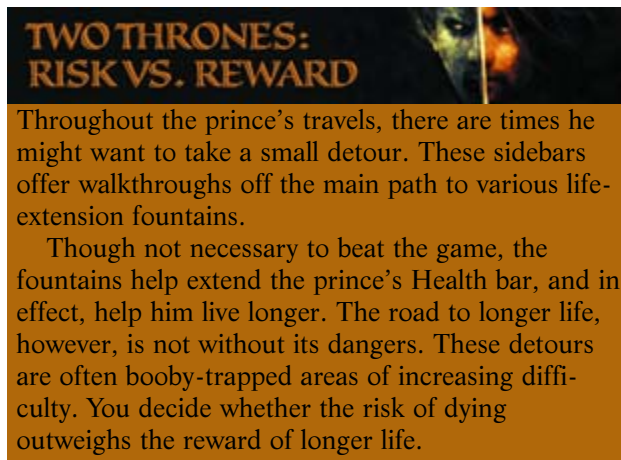
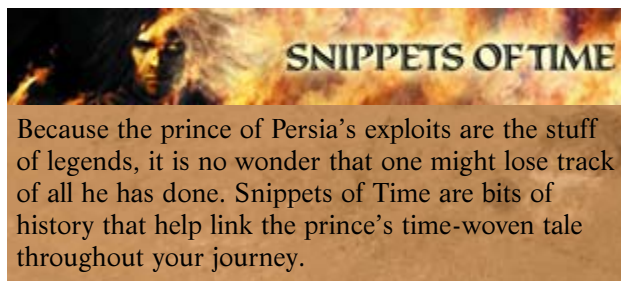
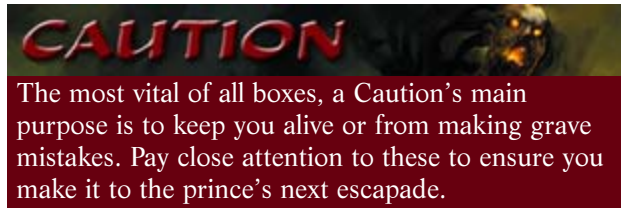
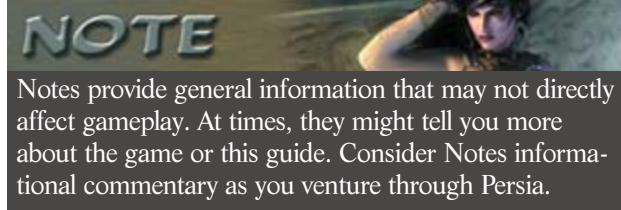
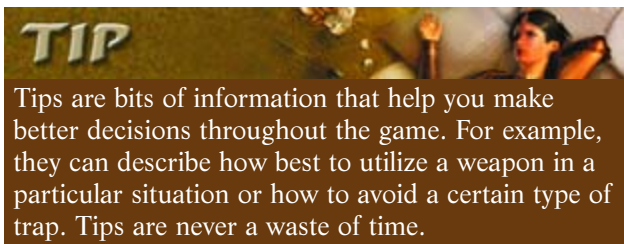
- **Sounds**—Change volume settings on music, voice, and sound effects.
- **Display**—Turn on or off the tutorial tips, Progressive Scan feature, or blood; adjust the screen centering.
- **Camera**—Invert the camera movement or mess with the slow motion.
- **Controls**—Toggle Vibration Function or change to a different control scheme.

Extra Features



Use the Extra Features option in between gaming sessions to unlock and experience some of the game's hidden content. Videos, artwork, and more are available here.

Tips, Notes, and Cautions



A PRINCELY TALE

The Greatest Story of All Time

The story of the Prince of Persia is much more than a story about one man. It is the story of time, love, courage, and most of all, destiny. Prior to embarking on this adventure, the nameless Prince of Persia survives a myriad of dangers throughout his young life.

Often along the way he befriends unlikely heroines and (oftentimes) falls in love. But no matter how well things appear in the end, there is one thing that never changes: his destiny. *No* man can escape or change it, not even the Prince of Persia.

Prince of Persia®: The Sands of Time



Released November of 2003, *Prince of Persia®: The Sands of Time* revived a classic gaming series. Though unofficially the fourth installment in the series, it was the first

attempt at bringing the prince to the new and current generation of consoles.

As expected, the people at Ubisoft Montreal Studios delivered a gem, and *Prince of Persia®: The Sands of Time* was met with much critical acclaim. Fans and industry experts alike welcomed the franchise's new installment with dazzling reviews. The game went on to win top honors, along with Game of the Year awards for 2003 from a bevy of major electronic gaming sites. Perhaps what was most impressive, though, was that the game won the Academy of Interactive Arts and Science's 7th Annual Interactive Achievement Award for Console Game of the Year.

A Prince's Tale



After a traitor hands over the Maharaja's kingdom to the prince's father, the king of Persia (Sharaman) comes into possession of the Maharaja's treasure.

Contained in the treasury is a large hourglass filled with magical sands—the Sands of Time.

Fooled by the very scoundrel who betrayed the Maharaja, the prince unwittingly uses the Dagger of Time to unleash the Sands of Time on the Persian kingdom, and in effect, the world.

The Sands infest the palace, corrupting everyone they touch. Men the prince one fought alongside now lurch about the palace as sand monsters. Sharaman also succumbs to the Sands of Time's disease.



Aided by the most unlikely of people, Farah—the Maharaja's daughter and Sharaman's one time slave—the prince sets out to recapture the Sands of Time. In a final effort to redeem himself, he rewinds time to a moment before his father sacks the Indian kingdom, defeats the traitorous vizier, and saves the world from the Sands of Time...for now.

Prince of Persia Warrior Within™

The much anticipated follow-up to *Prince of Persia®: The Sands of Time* was released in November of 2004, one year after its predecessor. Building on the original's success, *Prince of Persia Warrior Within™* took the prince in a new direction.



A revamped fighting engine complemented a new darker, artistic style as the prince no longer searched for redemption, but much-needed rest. Many praised

the game for its brave new mechanics, and it once again got top honors from the Academy of Interactive Arts and Science, winning their 8th Annual Interactive Achievement Award for Console Platform Action/Adventure Game of the Year. The game was even nominated for awards for its art direction.

A Warrior's Tale

Years after the events of *Prince of Persia®: The Sands of Time*, the prince finds himself prey to a mysterious dark creature. Constantly on the run, he grows tired and weary. Running for his life has hardened the prince and darkened his sensibilities.



With no way of stopping the mysterious creature, he seeks the counsel of an old friend. A mystic with whom the prince is very familiar tells the prince that he is hunted by the Dahaka, a legendary creature that guards the Sands of Time. The monster seeks the prince in order to repair the rift in time left by the prince's earlier dealings with the Sands.



Vowing to travel back and destroy the Sands at the moment of creation, the prince sets off to the Island of Time, where an empress created the Sands.

However, before he can reach the island, he is attacked by sand monsters led by a mysterious woman, Shahdee.

Eventually he is thrown back in time, and with the help of a woman named Kaileena, defeats Shahdee and encounters the Dahaka. As events unfold, he learns the truth about the woman he has grown close to. Kaileena is the Empress of Time. Together they defeat the Dahaka and set sail to Babylon.



PRINCELY ACTS

One-Man Army

The prince is no stranger to combat. His father, Sharaman, had a massive army, and his son was expertly trained in the art of swordsmanship. Along with his unequaled athleticism, the prince of Persia is a force to be reckoned with.

Single-Handed Combat



PlayStation 2	Xbox	GameCube	PC
■	×	Ⓑ	Left Mouse Button

During a combat situation, the prince draws his dagger and is ready for attack. Press the Attack button once to execute a normal attack. Press the Attack button in quick succession to string together a combo. Use the Attack button in most situations: on ledges, when wall-running, and when swinging around poles.

Double-Fisted Fury



PlayStation 2	Xbox	GameCube	PC
▲	Y	Y	E

As the prince fights through the hordes of enemies, they drop weapons. Pick them up to dual-wield weapons and engage in two-handed combat. Press the Secondary Attack button to swing your weapon, or alternate between the Attack and Secondary Attack buttons to chain together deadly combos.

TIP

Since the Dark Prince cannot pick up secondary weapons, the Secondary Attack button serves as his Daggertail attack. Slash at enemies with your sword or latch it on to objects such as poles, torch holders, and special relief sculpture wall switches to access new areas.

NOTE

A list of secondary weapons is in the "Royal Pain" chapter.

Clutching Enemies



PlayStation 2	Xbox	GameCube	PC
▲	Y	Y	E

When you have only your primary weapon, your second hand is free to grab enemies. While you clutch enemies, you can toss them, disarm them, or even hold them hostage as other enemies attack. Play with the multiple Attack buttons to unleash deadly combos on your hostages.

Throw and Pick Up Weapon



PlayStation 2	Xbox	GameCube	PC
●	Ⓑ	X	C

When you encounter a dropped weapon, walk up to it and press the Pick Up button. Similarly, press the

button again during combat to toss the weapon at the enemy in front of you. Try throwing your weapon during acrobatic stunts for some amazing combos.

Roll and Jump



PlayStation 2	Xbox	GameCube	PC
X	A	A	Spacebar

As in previous adventures, you use the Jump button nearly as much as the Attack button. Use it to navigate obstacles, leap over gaps, or even bound off of enemies to begin devastating combos.

The Jump button also doubles as the Roll button. During combat, use the button to flip or roll out of an enemy's range. You can also use it to quickly roll past a closing portal.

Block and Counterattack



PlayStation 2	Xbox	GameCube	PC
R1	RT	R	Right Mouse Button

The prince's enemies fight without mercy. Sometimes a single enemy will relentlessly attack you; other times multiple enemies will swarm around you. In these situations it is imperative that you block.

Hold down the Block button as enemies attack; this deflects their weapons. As they are deflected, immediately seize the moment to counterattack.

Special Commands

Alas, the prince cannot fend off an entire army with attacks and secondary attacks alone. Along with the familiar Time powers, the prince has a new trick: Speed Kills.

The prince can use the environment around him to sneak up on his enemies and pounce with deadly force. Remember, though, this is a tale heavily intertwined with time, so *timing* your attacks is key.

Time Powers

The prince is a formidable force on his own, and his ability to manipulate time makes him near unstoppable. During his first escapade, the prince uses the dagger to manipulate time. While on the Island of Time, he uses an amulet. This time, he once again regains control of the Dagger of Time, and thus gains control of time. As the corruption grows, so do his powers.

Power of Recall



PlayStation 2	Xbox	GameCube	PC
Hold L1	Hold LT	Hold L	Hold R

Sand Tank Consumption: One

Missed a step? Jumped in the wrong direction? Perhaps an enemy delivered a fatal blow. Don't worry—if you have at least one Sand Tank available, hold down the Recall button (see table) and rewind time to undo an action or small sequence of events.

Eye of the Storm



PlayStation 2	Xbox	GameCube	PC
Tap L1	Tap LT	Tap L	Tap R

Sand Tank Consumption: One

The Eye of the Storm slows time around you while you move about at normal speed. This allows you to reach

PRINCE OF PERSIA THE TWO THRONES

objects before a timed action expires and slows hazards down to passable speed; it even hinders enemies' movements while you devastate them with speedy attacks. Tap the Eye of the Storm button (see table) to activate this power. Tap it again to deactivate it.

Winds of Sand



PlayStation 2	Xbox	GameCube	PC
Hold [R1] and tap [L1]	Hold [RT] and tap [LT]	Hold [R] and tap [L]	Hold Right Mouse Button and tap [R]

Sand Tank Consumption: Two

The first of the prince's offensive Time powers, the Winds of Sand takes a second to charge before unleashing a radial attack that knocks down nearby enemies. Though it's offensive in nature, it is most helpful when used defensively. During a battle with a group of enemies, find a safe spot in the combat area, hold down Block, and tap the Time button to unleash the Winds of Sand.

Sand Storm



PlayStation 2	Xbox	GameCube	PC
Hold [R1] + [L1]	Hold [RT] + [LT]	Hold [R] + [L]	Hold Right Mouse Button and [R]

Sand Tank Consumption: Three

The most deadly Time power is Sand Storm. Much like a supercharged version of the Winds of Sand, Sand Storm knocks enemies to the floor and instantly kills them. Therefore, it is truly the most offensive Time power available to you.

However, this awesome destructive power comes with a price. After pressing and holding the Block and Time buttons, it takes a second or two for the Sand Storm to charge. During this time, you are vulnerable to attack. Move to an area just far enough from enemies to allow the Sand Storm to charge.

Speed Kills



PlayStation 2	Xbox	GameCube	PC
Tap ▲, ■	Tap [Y], [B]	Tap [Y], [B]	Tap [E], Left Mouse Button

The prince employs a new move in this adventure: the Speed Kill. Rather than slowly sneaking up on an unsuspecting enemy and killing him from behind (though the prince can do this too), the prince imbues his Speed Kill with athleticism. Approaching an enemy from behind or even above, the prince can quickly attack with his dagger and dispatch his foe before the enemy realizes he's near.



When the prince nears an unaware enemy, his senses sharpen, he draws his dagger, drops to a crouch position (if walking), and the area around him blurs. Quickly initiate the Speed Kill by tapping the Speed Kill button; then, with timed precision, hit the Attack button to strike with your dagger while you dash and dance around the enemy.

You can also initiate a Speed Kill while wall-running toward an enemy, after landing on a balcony from a nearby ledge, while climbing high above your enemy on a pole or chain, or even while propped in a wall gap above a foe. When Speed Killing grouped enemies, you leap back and forth between enemies until you render them lifeless.

Noncombat Actions

In between heated blade battles with sand monsters, you must venture through Babylon. Traversing Babylon's shores and traveling across its rooftops, you must maneuver through mazes of obstacles, both vertical and horizontal.

Swinging, wall-running, leaping, climbing—all of these actions and more must be strung together in an acrobatic ballet of derring-do.

Action Button



PlayStation 2	Xbox	GameCube	PC
[R1]	[RT]	[R]	Right Mouse Button

In noncombat situations, the Block button becomes your Action button. It allows you to run across walls, dash *up* walls, and swing on poles. Usually you will follow the Action button with another series of button presses, such as the Jump button at the end of a wall-run, to perform amazing acts of athleticism.

When you must manipulate a large movable object, such as a crate or turning lever, hold the Action button, then move in the desired direction; you move the object along with you.

Dagger Plates and Levers



PlayStation 2	Xbox	GameCube	PC
■	[X]	[B]	Left Mouse Button

When you are in a seemingly impassable area, look to the walls around you. Look high and you might find a dagger plate with which to scale the wall. The same is true for locked doors. Oftentimes they are near a large rectangular dagger lever.

To use the dagger plate or dagger lever, drive your dagger into it. When using the dagger plate, the prince will hang until you give him another action, be it wall-running or jumping to a ledge above. When using a dagger lever, the prince uses his weight to lower the switch as the dagger rotates the lever's cogs.

Pole Climbing



PlayStation 2	Xbox	GameCube	PC
[X]	[A]	[A]	[Spacebar]

The prince's palace is an architectural wonder filled with beautiful gardens, intricate arches, and elaborate pillars and columns. You can scale nearly all of the columns you encounter.

Walk to the pillar and press the Jump button to automatically hug it. Use up and down directions to move high or low on the column, and use left and right commands to shimmy around the pole. When you're ready to hop off, align your back with the object or area you must reach, then press away from the pole (whatever direction your back is facing) and jump.



NOTE

While it can be considered a primary weapon, the Daggertail is listed under secondary weapons because it is the only other weapon the Dark Prince can use aside from the Dagger of Time.

Human/Sand Guard Sword 1

These swords are weak compared to others. However, their speed and abundance make them useful and dependable.

Damage: ●●●●●●●●●●
Hit Points: ●●●●●●●●●●
Special: Balanced weapon



Sand Guard Sword 2

More powerful than its predecessor, the second iteration of the Sand Guard sword is a great balance of damage output and damage durability.

Damage: ●●●●●●●●●●
Hit Points: ●●●●●●●●●●
Special: Balanced weapon



Sand Guard Sword 3

These powerful swords are capable of dealing a good amount of damage while still taking the same amount of hits to break as the Sand Guard Sword 2.

Damage: ●●●●●●●●●●
Hit Points: ●●●●●●●●●●
Special: Balanced weapon



Sand Gate Guard Sword

Pick up one of these swords after defeating a Sand Gate guard. Though not as powerful as some of the other swords, its greatest benefit is filling the prince's Sand Tanks over time.

Damage: ●●●●●●●●●●
Hit Points: ●●●●●●●●●●
Special: Refills the prince's Sand Tanks over time



Enchantress Sword

This ornate sword is one of the few unbreakable swords available to the prince. However, its high durability comes with a price: It is the least powerful of all swords.

Damage: ●●●●●●●●●●
Hit Points: ●●●●●●●●●●
Special: None



Reptus Axe



Damage: ●●●●●●●●●●
Hit Points: ●●●●●●●●●●
Special: Grounds enemies when hit

This exotic-looking axe is capable of knocking a foe off his feet with a hit. Use it sparingly, though; it won't be long before it breaks.

Thrall Mace



Damage: ●●●●●●●●●●
Hit Points: ●●●●●●●●●●
Special: One-hit kill

This massive mace is powerful enough to fell an enemy with a single blow. Make it count, though, because that one hit also destroys the mace.

Chameleon Dagger

Not big enough to be called a sword, this dagger is unbreakable. Much like other unbreakable weapons, though, enemies will require more hits to damage.

Damage: ●●●●●●●●●●
Hit Points: ●●●●●●●●●●
Special: Critical throw



Illusion Dagger



Damage: ●●●●●●●●●●
Hit Points: ●●●●●●●●●●
Special: Deadly throw

The illusion dagger is weak when used as a close-quarter combat weapon. When used as a long-range attack, however, it is instantly deadly. Pick these up and toss them at enemies to maximize their potential.

Much like with other unbreakable weapons, though, enemies will require more hits to damage them.

Weapon Racks

Occasionally, the prince will come upon weapon racks littered throughout the kingdom. Break the racks to free the weapons and make them available for use.

The weapons on the racks are some of the most balanced in the game. The sword is similar to the Sand Guard Sword 3, while the mace and axe are both as powerful as the ones the enemies carry.

Sword

Damage: ●●●●●●●●●●
Hit Points: ●●●●●●●●●●
Special: Similar to Sand Guard Sword 3



Axe



Damage: ●●●●●●●●●●
Hit Points: ●●●●●●●●●●
Special: Grounds enemies

Mace



Damage: ●●●●●●●●●●
Hit Points: ●●●●●●●●●●
Special: Grounds and deadly

Unlockable Weapons

To gain these special weapons, you must either beat the game or use a special code.

NOTE

Details on how to unlock each of these weapons is available in the "Royal Treasury" section.

Baby Rattle



Damage: ●●●●●●●●●●
Hit Points: ●●●●●●●●●●
Special: Grounds enemies when hit

This humorous weapon vibrates and makes a squishy toy sound when you strike an enemy. Its size also makes it one of the biggest weapons in the game, if not the biggest.

Telephone



Damage: ●●●●●●●●●●
Hit Points: ●●●●●●●●●●
Special: Deadly throw

Another humorous item, this weapon will have you checking your house phone when you use it; it rings and vibrates the controller when you strike an enemy with it.

When used in close-quarter combat, the telephone has a low damage rating; when used at range, it is

lethal. This weapon, though unbreakable, is difficult to wield. Depending on your style of play, you may keep it for its novelty value or use it for its durability. You can even keep it until you need an instant kill, then toss it.

Sword Fish

Because the sword fish is water-based, it is lethal to sand monsters. This weapon instantly kills enemies, and it makes the controller vibrate rhythmically.

Damage: ●●●●●●●●●●
Hit Points: ●●●●●●●●●●
Special: One-hit kill



Chainsaw

As one of the most powerful weapons in the game, the chainsaw can instantly kill an enemy. Unfortunately, it's not unbreakable and therefore should be used sparingly.

Damage: ●●●●●●●●●●
Hit Points: ●●●●●●●●●●
Special: One-hit kill



TIP

If you want to throw a weapon, make sure you don't want it anymore. After you throw a secondary weapon, special or not, it's gone forever. The same goes for dropping it to pick up a different one.



ENEMIES TO THE THRONES

The Fall of the Empire



In order to conquer Babylon, the vizier needed to take control of the Indian Empire. But the Maharaja's soldiers would not give in to bribery or threats. Thus, the vizier sought aid from beyond his borders. He found willing allies in the Scythians—nomadic people living to the north.

For decades the Scythians had looked upon the Indians with envy and anger. The Scythians' hunting grounds were shrinking (due to Persian and Indian expansion), and younger tribesmen were fleeing for the more permanent settlements of other empires. This diminished Scythian numbers and caused great division amongst the people. Tribes isolated themselves from one another—forgoing communication, brotherhood, and trade—and these insular populations weren't producing enough offspring. There was barely enough game left to feed current members; having children would invite disaster. If events continued unopposed, their way of life would vanish in a few generations.

In splitting, the Scythian tribes each worked to differentiate themselves, both visually and in their abilities. The tribes refer to themselves as the "followers of different animal 'houses.'" Each house fashions weapons and armor that suit the animal to which they've pledged allegiance.

- ~ **House of the Heron:** Known for their ability to pick off targets from afar with their bow and arrows. Their helmets resemble the skulls of giant birds.
- ~ **House of the Serpent:** Known for the superiority of their armor. Their weapons and armor are covered in symbols of the serpent.
- ~ **House of the Ram:** Known for their brute strength and the ability to knock down opponents. They wear helmets adorned with ram horns.
- ~ **House of the Hedgehog:** Known for adorning their armor with sharp spikes to assist in defense. Their armor is covered in small sharp spikes, just like their namesake.
- ~ **House of the Hyena:** Members of this house once belonged to the House of the Ram and possess similar skills. However, members of this house have engaged in intense stamina training, making them harder to take down than their Ram brethren.
- ~ **House of the Cat:** Graceful and acrobatic, this house is home to a disproportionate number of women. They sometimes use dance to distract an enemy before suddenly launching into an attack that utilizes a set of dual blades.
- ~ **House of the Chameleon:** Lacking the strength possessed by other tribes, these Scythians focused on the art of deception. They have learned to make themselves invisible to enemy eyes.
- ~ **House of the Scarab:** One of the few houses to have forged an alliance with the Spider House, Scarabs are known for employing heavy armor and large weapons. They stun or distract enemies, allowing a partner to take advantage of their prey's disorientation.
- ~ **House of the Spider:** Members of this house often work in tandem with the Scarabs. Once a target is sufficiently distracted, the Spider rushes in and attacks.

The Scythians were fearsome hunters—feared and respected for their riding and combat abilities. Watching a phalanx of them sweep across the plains in pursuit of the hunt was both awesome and fear-inspiring. But their skills were no match for the numbers and technology of the Indians. So while they dreamed of teaching a lesson to their southern neighbors, it wasn't a viable option, especially with the tribes split the way they were.

Then the vizier came along...and everything changed. He, too, appreciated the skill and courage of the Scythians. He, too, saw the weakness created by the splintered tribes. And he, too, hated the Indians, for the Maharaja had denied him the opportunity to conquer Babylon and, thus, the opportunity to live forever.

The vizier's plan was simple and devastatingly effective: unite the Scythians beneath a single banner. Fractured, they stood no chance against the Indians. United, however, and driven by hatred and jealousy, they became an unstoppable force.

India fell within a week.

Those who did not perish beneath the Scythians' blades were forced to swear allegiance to the vizier and join his dark army. Rumors began to circulate of trouble in India, of the empire's collapse, and of a cloud of savage soldiers who had taken control. Little information came out of the empire, and few were foolish enough to venture beyond the Persian borders. Since it had been cut off from the rest of the world, this new empire became known as "The Dark."

The Persians watched and waited, wondering what would come next. Their question was answered a few weeks later in the form of a tremendous attack—the largest the empire had ever faced. A flood of chaos and violence emerged from what was once India, and it covered all the land....

After a ten-day siege, Babylon's walls were breached, and the end of a *second* empire began.

The Forces

The Scythians proved to be effective weapons against their and the vizier's common enemies. In human form, they were as cunning as they looked intimidating. After being tainted by the Sands of Time, the result was an army of sand monsters none would dare oppose.

Dark Guard: Scythian Swordsmen

Scythian swordsmen make up the bulk of the vizier's forces. Classically trained foot soldiers, they have set aside their more primitive spears and hammers in favor of stronger, Indian-forged broadswords. Swordsmen are also huge—towering several inches, and sometimes over a foot, above their Persian counterparts. The rough and rugged lifestyle of living on the plains has ensured that Scythian fighters are strong and incredibly quick—a deadly combination.

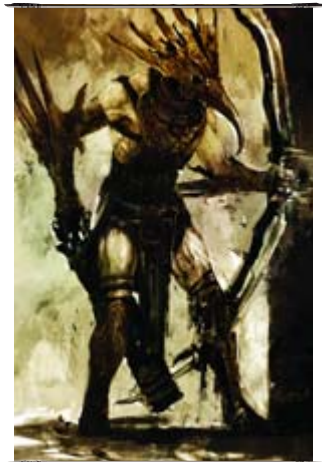


Swordsmen, however, are unable to cope with city life. They are accustomed to wide-open spaces, hunting beneath skies filled with stars. The confines of Babylon have weakened their senses, and they are easily overwhelmed and confused within the twisting streets and back alleys of the city. The remaining Babylonian defenders have used this "home advantage" to the best of their abilities, but there are simply too many Scythians, and they're too strong. The poor people of Babylon won't be able to resist for much longer.

When the vizier absorbs the Sands of Time, the swordsmen are transformed into sand-monster versions of themselves. These creatures are known as dark guards. They come from both the Ram and Hyena houses. It should be noted that Hyena swordsmen are considerably harder to defeat, owing to their increased stamina.

Dark Archer: Scythian Archer

Scythian archers have honed their skills on horseback, traveling the northern plains in pursuit of beast, fowl, and rival tribesmen. Skilled marksmen, they have impressive aim and can imbue their arrows with tremendous force and speed. They do not fit the traditional stereotype of archers being smaller, weaker units. In fact, they have modified their bows



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to be effective at range and in melee combat. Sharp bone spikes attached to the bow can be used to grab and rend enemies who stray too close.

When the vizier absorbs the Sands of Time, the archers are transformed into sand-monster versions of themselves. These creatures are known as Sand Archers.

Dark Reptus

The tale of the Reptus is a sad one. When the vizier first obtains the power of the Sands, he practices his arts on Babylon's less-fortunate members—a colony of lepers located on the outskirts of the city. As leper flesh is already quite pliable, the vizier expends less energy in reshaping them. The resulting creature looks exactly as one would expect—crudely fashioned with patches of skin missing, exposing the muscle and bone beneath.



As lepers, the Reptus were shunned by most citizens and driven underground, fashioning crude homes in the sewers beneath Babylon. As a result, they are quite sensitive to light. When exposed to it, they will quickly throw up their arms to protect their eyes. This leaves them quite vulnerable. A wise warrior exploits this weakness.

Sand Gate Guard

Members of the House of the Serpent were known for their high-defense armor, a special blend of snake scales and tempered metal. Capable of sustaining a great deal of damage, these men have excellent skill as guardians. The vizier's transformation has only boosted their capabilities, and he has employed them to watch over the Sand Gates—mystical devices used to move the vizier's troops



across Babylon. Their swords have also been infused with a special magic that allows them to activate the gates, briefly opening a corridor between palace and gate through which more troops may emerge. Though not particularly powerful on their own, the Sand Gate guard's ability to summon reinforcements means he is never alone.

Thrall

Before the Scythians were united, the House of the Hedgehog was the smallest, with its members numbering in the dozens. This is because they accepted only the best. Those considered unfit were exiled to either petition another house for admittance or die alone. Consequently, these men were perhaps the most feared of all Scythians. What they lacked in manpower they made up for in abilities.



Thralls are akin to walking siege weapons. Possessing legendary stamina prior to being transformed, these former members of the House of the Hedgehog are now nearly unstoppable. From their spiked armor to their wicked weapons of war, they serve as the vizier's elite guard. Persistence and endurance are required to defeat them. They possess no obvious weakness. One's best chance for success lies with gaining the initiative. Catching these creatures unaware allows a skilled warrior to execute them before they have a chance to engage in direct combat.

Enchantress

The vizier has not only transformed the Scythians, but the Babylonians and Indians as well. The enchantresses are former female servants, plucked from palace and brothel alike. Under the tutelage of Mahasti (leader of the House of the Cat), these women have been pressed into service, along with transformed tribeswomen, to become a deadly

component of the vizier's sand-monster army. They utilize acrobatic grace to disorient and distract their enemies before moving in and cutting them to pieces.

The dance also renders the enchantresses completely invulnerable to harm. However, they can only dance for so long before requiring a break. Strike during these moments of rest.



Illusion

Babylon has always been home to a large and vibrant guild of thieves. However, when the vizier struck, they quickly allied themselves with Babylon's defenders. For the first time in the city's history, guard and criminal fought side by side against a common enemy. Alas, in the end, the vizier claimed Babylon and intended to expand his evil empire even further.

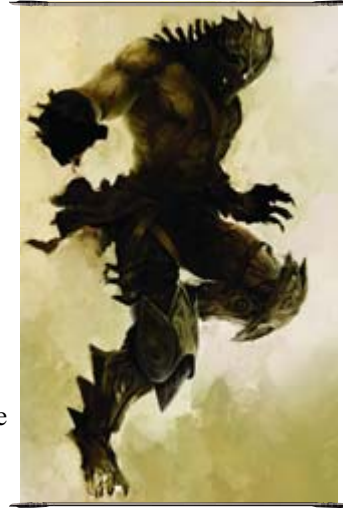


Having personally fought against the members of the thieves' guild, the vizier saw within them a potentially powerful ally. He ordered his men to capture as many of them as they could. Though the thieves would not swear allegiance, they became corrupted and lost their free will, resulting in the illusion.

These creatures dart about, always keeping distance between themselves and their prey. They stop just long enough to launch a quick barrage of throwing daggers before slipping out of enemy hands.

Chameleon

Before their transformation, the chameleons were known for their ability to sneak up on enemies by blending in with their surroundings. They used natural dyes to color their clothing and skin, whereupon they would vanish amongst the golden desert sands and lush greens of the forests. The vizier has enhanced the chameleons' skill to the point where they can become invisible simply by desiring it. Their very flesh now changes color to suit the environment.



Fortunately, these wicked hunters have focused solely on vanishing from sight. If one is careful, they can detect these creatures by listening for their telltale footfalls. Causing them sufficient harm also forces the creatures out of stealth mode, making them that much easier to kill.

Hunter Hounds

Several of the Scythian houses employ specially bred dogs to assist them in tracking game (or wounded enemies). Some



houses (notably Hedgehog) have even gone so far as to turn the hounds into weapons of war. Spiked armor and steel-plated claws allow the beasts to either charge enemies or swat them, inflicting serious damage. In transforming these creatures, the vizier has merely amplified these already considerable strengths: a keen sense of smell, powerful legs (used for both tracking and mauling), and strong jaws filled with sharp teeth (filed down by the Scythians to razor-sharp points).

The vizier employs these creatures to hunt the prince of Persia on the streets of Babylon. They can detect strong concentrations of the Sands of Time and track the prince mercilessly once they detect him. Making matters worse, they can also drain the Sands from the prince. However, when the hounds are in the process of draining Sand, they are unable to defend themselves against even the simplest attack. A single well-aimed strike can destroy them.

Stone Guardian

Once the vizier mastered the art of transforming people and animals, he turned his attention toward giving life to the lifeless. The Stone Guardian was his first attempt. Combining impenetrable granite from a nearby quarry with thick vines pillaged from the Hanging Gardens, this creature resembles a dark golem. The vizier infused the stone with tremendous amounts of Sand, bringing it to life.

The vines that twist around the creature become like muscles and veins, allowing the creature to move about like a man—a very large, very strong, and nearly indestructible man. However, the vizier has expended so much effort in armoring the creature's body that he has neglected its extremities—the legs and head are especially vulnerable.

The Generals

Among the Scythians, the vizier encountered a few select individuals who he elevated to leadership positions, for he alone could not manage such a large force. Each general represents a different attribute—strength, agility, and cunning—and work to train the vizier's forces in each aspect.

When the vizier unleashes the Sands of Time, the lieutenants are exposed to the Sand directly, as opposed to the vizier transforming them. The result is a tremendous magnification of their already significant abilities.

Klompa



Klompa represents absolute strength, but at the expense of everything else. Neither quick nor clever, he relies solely on his ability to tear his foes apart. Quick to anger and slow to calm, he rules his house through violence and intimidation. None dare to speak against him for fear of being on the receiving end of his rage.

He carries an obsidian-edged halberd to assist him in this endeavor. He can wield it with either one hand, to deliver quick and deadly jabs, or both hands, to generate a powerful crushing blow capable of knocking any opponent to the ground. During the siege of Babylon, Klompa and his men used their formidable strength to break through the Babylonian siege defenses. What would take normal men at least a week to clear was pushed through in a matter of hours.

When the vizier exposes Klompa to the Sands of Time, his size and strength are magnified a hundredfold. He grows so large that Babylon's gladiatorial arena is the only place that can hold him. It is here that he holds court, sending his men out into the city to collect citizens for torture and transformation. Klompa "outgrew" his previous weapon, so the vizier uses a combination of magic and slave labor to fashion him a new one: an enormous scimitar capable of cutting through even stone.

Klompa has been assigned to the lower district and the outlying areas of Babylon, including the leper colony and guard fortresses.

Mahasti

Leader of the House of the Cat, Mahasti is quick and clever—utilizing acrobatic grace to avoid enemy attacks while planning her own. Her guile and charm have kept the women she leads safe from harm amongst the harsh conditions of Scythian territory. She has forgone brute force in favor of diplomacy and manipulation. Such tactics won her a place at the vizier's side. She dispatched several of her female members to perform reconnaissance on Babylon shortly before the attack.



Seducing guard and noble alike, the members of the House of the Cat strategically placed themselves through the city. When the vizier's order came down, they slew their companions. In this way, Babylon's gates were thrown wide, and many of its military leaders were disabled before the real fighting even began.

Once transformed, Mahasti's agility only increased, although the sudden influx of power has driven her a bit mad. This instability makes her devious and unpredictable, but it also makes her vulnerable.

She has been given dominion over the border between the upper and lower district. Her headquarters are in Babylon's largest brothel. It was here she was able to swell the ranks of the House of the Cat, though these new additions did not come willingly.

Twins

The twins (who refuse to be called anything else) are identical brothers, though each rules over a separate house (Spider and Scarab). Their kinship led to the only strategic alliance amongst all the Scythian houses (prior to the vizier uniting them all). They are extremely loyal to each other—to harm one is to harm both. When the vizier was preparing to unite the Scythians, he came first to the twins, using their alliance as a symbol to the other disparate tribes.



On their own, the Houses of the Spider and the Scarab were nothing special and perhaps a bit weaker since they lacked the specialties and finesse of other houses. But by working together, the two houses became strong and able to hold their own. "Imagine," said the vizier to the twins, "what all the tribes could do if they were united." And so the twins remained at the vizier's side—their presence raising troop morale and ensuring the coalition stayed together.



When they were exposed to the Sands, the brothers did not gain any specific attribute enhancements, but their cooperative abilities increased. So while on the surface they may not seem all that extraordinary, when they work together, they are truly a force to be reckoned with.

The twins monitor the upper district and control access to the royal palace. They have adorned the entry courtyard with all manner of tricks and traps. Anyone foolish enough to attempt a visit without permission won't last very long.

AT BABYLON'S SHORES

Out of the Kettle, into the Fire



By now you should know there is no such thing as calm waters and smooth sailing. After years of inner turmoil, battles with invading hordes, and conflict with the Sands of Time, your trip back to Babylon is no exception. With Kaileena by your side, you extol the wonders of your city. Only today's Babylon is not as you left it. As you approach your city, you see it crumbling in the blaze.



CHAPTER 6: AT BABYLON'S SHORES

The distant flames kiss the sky with a horrible light as you watch from the bow of your ship. Suddenly an arrow screams across the sky, leaving a trail of fire. You turn your attention to the seas to see that *you* are now under fire. Unable to withstand the barrage of kindled arrows, your ship comes apart, and you and Kaileena are separated in the watery chaos....



SNIPPETS OF TIME

Many might be surprised by the sudden appearance of Kaileena on the prince's ship. After the prince defeats her at the end of *Prince of Persia Warrior Within*™, the Dahaka takes Kaileena's body.

However, persistent players who found all nine upgrade pedestals were treated to a second, secret ending in which the prince and Kaileena battle the Dahaka together. After emerging victorious, the duo sails away on the prince's ship to Babylon. It is here that *Prince of Persia The Two Thrones*™ picks up the story.

Docks

As with previous princely escapades, the first few minutes of the adventure serve as a tutorial for surviving the perils ahead. Onscreen prompts teach you the basics of controls. Wall-running, navigating ledges, and combat are just a few of the things covered in the first stage of the prince's journey. Pay close attention, for the distracted shall be consumed by the evil ahead.

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As you wash ashore aboard a piece of wreckage, you regain consciousness in time to witness Kaileena's abduction. Two men take her seemingly lifeless body and carry her away.

Chase Kaileena's captors by rolling under the broken doors ahead. Beyond those doors are Kaileena and your burning Babylon—both need your rescuing.



Turn left behind the doors. Follow the city wall to a small wooden platform pressed against the left wall. Follow the onscreen prompts to climb atop it. Go around the city wall by hopping along the platforms.

You arrive at a platform that is too far away to reach by jumping, so wall-run on the wall to your right, across the large gap.

At the gap's end is a stone platform with burning rubble blocking your way. Grab the ledge along the wall you just ran on, and edge left over the fire. On the fire's other side, drop down from the ledge and take the ladder all the way down.



Run down the ramp at the ladder's base, and turn right into the large arching passageway.



Beyond the arching passageway is a tall room with two large poles. These poles have carvings midway up that prevent you from climbing either one all the way to the top.

Grab the first pole and turn your back to the second. Jump from the first pole on to the second pole and climb it until the ornate carving stops you; then jump back to the first pole. Once at the top of the first pole, turn your back to the nearby wooden platform and jump across.



Hop on top of the raised part of the platform, and walk off to the railing. You automatically jump over the railing and hang on the other side. Line yourself up with the pole, and jump over to it.

Rotate your body so that your back now faces the wall with the ledge. Jump across toward the wall and you automatically grab on for dear life. Follow the ledge right to a small ledge that juts out from the nearby wall.



Wall-run across the wall on your left over to a tiny protrusion on the far wall. From the protrusion, jump up and grab the ridge above you. Follow the ridge left to a large hole in the wall above you. Jump through to the next area.



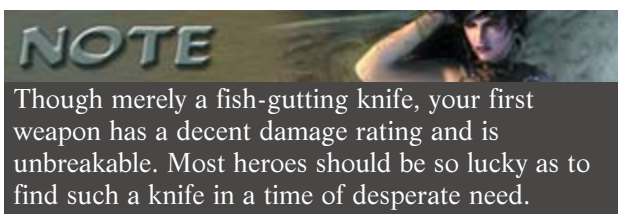
Take a moment to rest and save your game. Drink water to replenish your health, for only the strong can save the kingdom.



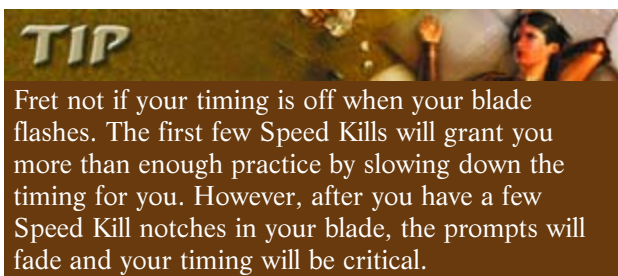
After replenishing your health, jaunt down the ramp to your left. Round the corner and take the ladder up to the next level. Go into the dilapidated shack and prepare for your first taste of combat.



Unquestionably, Fate often has a sense of humor. As is the custom, the first weapon you find leaves much to be desired. In many a fisherman's hands, the blade is nothing more than a piddly fish gutter; in *your* hands, however, it becomes the bane of the invading hordes...at least until you find a better weapon.



With your new weapon in hand, approach the nearby guard from behind. As the screen flashes and blurs around you, follow the onscreen prompt to begin a Speed Kill. Press the scripted button as your blade flashes to gut your unsuspecting enemy.



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Walk to the railing to the left of your felled opponent; leap over the railing and hang on its other side. Align your back with the nearby pole and leap across to grab hold.

Slide down the pole and sneak up behind the lone sentry at the pole's base. Speed Kill him with a few quick strikes before he notices you.



Approach the nearby wall and wall-run across to the far ledge. While hanging on the ledge, scoot right toward the burning wall. Hop on to the ledge you are holding and continue scooting right over the fire.



On the burning wall's other side, leap away from the wall onto the wooden platform behind you. Climb down the ladder slowly until you see the guard beneath you. When he turns his back, jump down and Speed Kill him by plunging your blade into his flesh twice.



Round the corner and go down the ramp. The arched passageway below houses your next victim. With a secondary weapon in hand, charge at him and shred him to pieces.



Continue past the now-dead sentry toward an area with a small waterfall blocked by a raging fire. Get past the fire by wall-running on the wall opposite, then jumping onto the right ledge.

Navigate the ledges upward until you reach a ladder on the left. Atop the ladder is a room with a large window. Run up the wall and climb through the window into the next area.

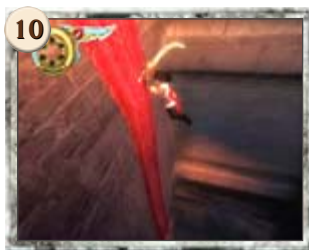


As you drop from the window, you see two men below. They drag a limp body behind them as they pass through the stone gateways. It's Kaileena: you're gaining ground on them!



Kaileena, unable to struggle, is taken toward the dock district. Don't falter in your pursuit; Kaileena's life now depends on the speed of your swift feet.

CHAPTER 6: AT BABYLON'S SHORES



Use the wall to your left and run to the tapestry hanging in the distance. As you reach the tapestry, you sink your blade into the fabric and safely rappel to the floor below.



The door that Kaileena's captors took is locked. Approach the far doorway and three men come running out. Keep the three men in front of you as you fight—don't allow them to circle in around you. Should they close in on you from all sides, leap over one of their heads and kick him into his partners. After you fell all three menaces, go into the doorway from which they emerged.



Climb the ladder inside and jump onto the other ladder behind you. Flip onto the ladder's other side and take it to the wooden platform above. Once atop the platform, wall-run and jump onto the ledge directly above. Leap onto the ladder across from the ledge and follow it to the large gaping hole in the wall.



Descend from the hole onto a balcony where you see a panorama of your burning Babylon. Turn your eyes away from the horror and dash over to the small edifice on your left. Climb onto the roof via the ledge to the door's left and pounce on the archer on the edifice's other side.

With archers on the rooftops and swordsmen on the darkened streets, Babylon is teeming with your enemies. Take the ladder behind you to the streets to eliminate a few more.



The alley ahead is home to two more unsuspecting foes; one swordsman and one archer. Run up along the left wall and sidle across the ledge up the alley. Pounce on the swordsman when you're near and Speed Kill him. Immediately wall-run up the wall on the right to climb onto the nearby ledge. Again, sidle up the

alley along the ledge. When you near the archer, jump away from your ledge and use the opposite wall to soften your landing. Run up behind the archer and clean the Babylonian streets with a Speed Kill.

Kaileena's captors gain more ground. Dash up the alley ahead and take the ladder to the next area. The rooftops of the dock district await.



PRINCE of PERSIA THE TWO THRONES

Dock District



Kaileena slips farther and farther away as you navigate the dangerous streets of your once-safe city. As you bound from roof to roof, the men below take their prisoner deeper into enemy territory.

Continue your pursuit by wall-running, then jumping, right onto the distant platform. Creep along the nearby protrusion and slink out on the ledge along the wall. Drop until you're hanging from the ledge and go under the large window that juts out and blocks your path.



After you round the ledge's corner, get back on your feet. It's time for some daring acrobatic feats.

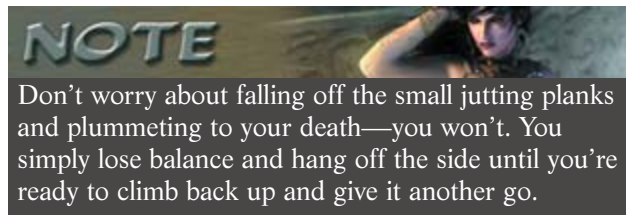


Walk out on the wooden plank and shuffle over to the ledge against the opposite wall. Follow the edge



around the building's corner until you reach another small plank jutting out.

Again, walk out onto the plank's end. This time, however, jump across the gap onto the other wooden plank attached to a platform.



Roll under the nearby broken doorway into the next area with yet another jutting wooden plank.



Walk out onto the plank's end and leap through the hanging rugs onto the beams ahead. As you hang on the highest beam, two patrols make their rounds below.

Drop onto the lower beam and wait for a patrol to pass underneath. When he does, Speed Kill the unaware enemy before he can retaliate. Once he is down, do the same to his archer companion nearby.



Speed into the niche nearby and wall-bound onto the beam above you. Climb the beam, then hop on to the next shaft above it.

Teeter across the shaft into a perch between two buildings. From there, run and jump onto a wooden beam in the distance.



As you balance high above the city, carefully lean out onto the small jutting plank and leap toward the small gap between the two buildings ahead. You automatically recover your balance between the gaps and use your arms and legs as tense supports between the gap.

Slide down until you reach the gap's end above the city streets. Either drop down and rush the guards below, or wait until they get near you, then Speed Kill them.



Run off the nearby balcony and jump onto the shaft ahead. As you perilously hang from the shaft, scoot left and climb it.

Propel yourself over the expanse and grab hold of the jutting plank above you. Climb it and turn left to face another small gap between buildings. Leap into the gap and steady yourself.



Shimmy up the gap toward the balcony above. When you approach the balcony's edge, you automatically grab it.



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Get a running start from the balcony's edge and leap toward the beam ahead. As you grab it, jump up and climb atop it. Carefully walk out onto the adjacent plank and leap into the nearby wall gap.

Again, slide down the gap until you reach its end. Below, turn to face the lone sentry's back, then Speed Kill him.



Turn your back to your fallen enemy and go up the stairs to your right.



Another two sentries patrol the next area. Run and jump onto the scaffolding ahead. Perched above your enemies, get the drop on the swordsman with a Speed Kill.

When he is nothing more than a lifeless lump at your feet, approach the archer from behind and reunite him with his fallen comrade—stick him in the gut. With the area clear, climb the ladder leaning against the scaffolding nearby.



Leap from the scaffolding's plank onto the nearby building. As you land, an archer rounds the corner ready to attack. Beat him to the slice with a few quick dashes of your blade and leave him to rot.



Beyond the doorway ahead is a save fountain. Roll under the door, and save your adventure before proceeding.



Across the large expanse ahead are two more guards. The familiar pairing of swordsman and archer patrols the distant rooftop. To reach them, climb atop the right building's roof, then wall-run along the right wall and bound left to the wooden beam above the guards.

Inch along the beam above them until you are in position for a Speed Kill on the swordsman. When he is down, sneak up on the archer and eradicate him.



The guards' perch is now yours; soar over to the wooden beam jutting out of the left wall ahead. Stand on it and edge closer to its end. Once there, leap from it to the building on the right.



sentries patrol beneath. When they foolishly wander into your attack range, get the drop on them and make them pay for invading your palace.



Go around the corner to the next open area. The building's railing is interrupted by a small wooden plank jutting out from the edge. The building opposite the plank has a small wooden ledge; creep out onto the plank and jump straight ahead onto the opposite wall's ledge.

Shuffle left and stand on your new plank. From here, two small leaps to the left will take you to safety. Use the next two planks to reach the next building.

The way to the palace is closer than you think. Only a few leaps and bounds between you and Kaileena's abductors. Run up to the next open area. Ahead are two identical beam structures, one above the other.



Run on the right wall toward the beams and leap toward the first structure. Stand on its plank, then jump back toward the wall you came from and bounce onto the plank above. Once on the top beam structure, stand on it, and teeter to its end. Leap across the large gap to safety.



Run into the building's niche and bound from wall to wall as you make your way up to the high ledges. Grab the ledge on the right side and climb it to the ridge above.



Edge right along the ridge to a nearby balcony.

Walk out onto the balcony's only wooden beam and follow it to its end. Leap from your beam and grab hold of the other piece of wood connecting the two buildings ahead.

Climb and jump across all four pieces of wood to the next perch between two buildings. The area below the perch has two more enemies. You know what to do.



Lean over the perch's railing and hop over to the ridge on the opposite building's corner. Hop down to the ridge below and watch as the

Palace



The path ahead is a familiar one. You traverse your palace halls braving waves of enemy invaders. Booby traps, dangerous precipices, and armed assailants litter the path between you and Kaileena. However, it is *they* who should tread with trepidation; you have home-field advantage....

Hop over the railing onto the shingled roof below. Don't jump over too far to the right or you will plummet into the darkness below. From the shingled roof, wall-run and jump right into the distant balcony.

CAUTION

Don't jump too early or you miss the balcony completely. Conversely, if you wait too long to jump, you lose your footing and fall into the void. Trust in your running and leaping abilities—they are capable of a lot more than meets the eye.



The balcony is protected by a lone swordsman. Beyond the swordsman is a hall with an archer. Either climb on the ledges leading into the archway and Speed Kill the swordsman or charge him head-on.





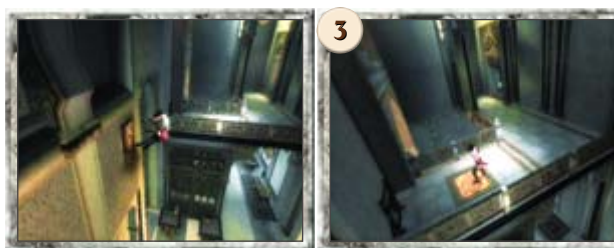
For an added challenge, grapple with the swordsman and send him flying into the void.

Take on the archer next. Get rid of him to clear the inner palace hall.



Run to the hall's end and climb the tall table pressed against the wall. Run up the wall to the dagger plate above you and dig your blade into the plate.

Quickly jump and dig your blade into the other dagger plate above. With your back to the walkway behind you, bound off the wall onto the walkway.



Approach the left wall and wall-run up to the wooden springboard near the far walkway. As you hit the spring board, leap diagonally across the large gap into the next walkway.

Walk to the large activation switch on the floor to open the door behind you. Sprint through the door and into the next palace hall.



Use the table cornered by the wall and railing to reach the dagger plate in the distance. From the tabletop, wall-run along the right wall to the gold dagger plate. Drop from the dagger plate onto the beam below and turn around.

Leap toward the copper dagger plate on the wall in front of you, sink your dagger into it, and hang above the lone sentry. When the screen's edges darken, pounce on the guard below for a Speed Kill.

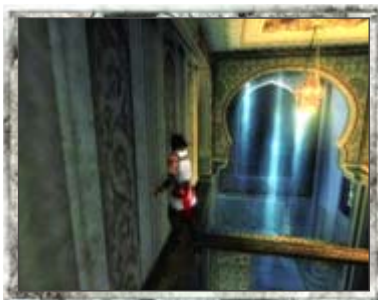


The palace interior quiets more with each felled enemy. Pick up the chase by climbing the column to your left; rotate around the column so your back is to the

wooden plank and leap toward it. From the plank, leap to the walkway to your left.

The walkway is guarded by a single archer. Before you cross his path, climb atop the left wall's ridge. Follow it until you reach a small plank just above the archer's head. Don't worry, he can't see you when you are up high unless you make a noise.

Leap from the plank to the gap just behind the archer. Slide down the gap and surprise him with a blade in his belly.



Hang off the walkway's railing and hop over to the single wooden beam behind you. Just beneath your feet patrols a single swordsman. Drop from your elevated position with your blade firmly in hand. When you touch down on the floor, make sure the swordsman never breathes again.



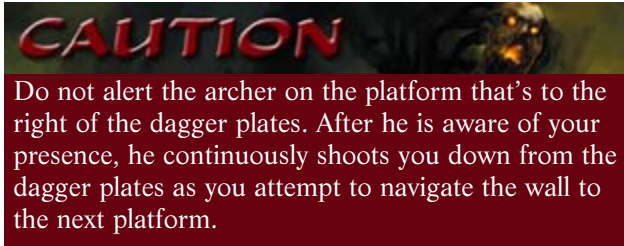
Down the hall is a doorway blocked by two wooden benches. To get past them—and you *must* get past them—you must break them with your blade. However, breaking them will alert the lookout in the next room.

Break only one of the benches and immediately duck behind a wall, out of the lookout's range of vision. Swing the camera around the wall to make sure he isn't still on alert, then slowly creep into the room. Hang on the banister to his left, just behind him, then climb onto his level to Speed Kill him from behind.



Use the dagger plates on the nearby wall to reach the far platform. Climb the plates, one by one, then wall-run across the room to the platform on your left.

From the platform, wall-run across the opposite wall, now on your right, back to the room's opposite side where the archer is positioned. As you approach the springboard on the wall, quickly trigger a Speed Kill and you leap toward the unsuspecting archer ready for the kill.



With the archer dead at your feet, wall-run up along the right wall and jump toward the small wooden beam behind you. Climb the beam and leap through the air toward the second wooden beam.

Stand on the second piece of wood and jump to grab the ledge above you. Stand on the ledge and leap back toward the ledge behind you. Climb over the railing onto the palace's next floor.



The halls ahead are perilous indeed. Invading forces claim the halls for their own while breakable obstacles look to give your presence away.



Hop on the table to your right and dig your dagger into the plate on the wall. Wall-run up the hall and leap left onto the jutting beam.

Balance up the beam until you reach a gap on your left. Leap into the gap and slide down toward the guards below. When the patrolling sentry walks away, drop down and slice the stationary guard from behind. Sneak up on the patrol and Speed Kill him from behind.



Dash farther up the hall and through the large archway. The wall nearby has a golden dagger plate; use it to climb up the wall, then wall-run right toward the ridge beneath the railing of the top floor.

As you cling to the ridge for dear life, Kaileena's abductors drag her away just above you. You're on the right track, and you're gaining on them!

Shimmy right along the ridge to a gap in the railing above. Climb through the gap onto the floor above, and round the corner left toward the wall



that contains an activation switch. Wall-bound off the activation switch, which opens the wall above, and grab onto the wooden beam as you fly back away from the switch. Stand on the beam and hop through the now-open passage in the wall.



The hallway ahead is dangerous. Spike traps, chainsaws, and spinning spiked logs stand between you and Kaileena. Navigating this hallway requires good timing and lots of patience.

Begin by sprinting across the spike traps on the floor. Don't slow down or they skewer you from below. Then, either wall-run or roll past the spinning saw blades on the floor. Both moves require perfect timing; otherwise the saw blades slice off a chunk of your health.

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Next, wait for the spiked logs on the floor to roll away, then jet past them and up the wall behind them. Leap over the handrail onto the next section of the hallway, where you face a whole new set of obstacles.

Wall-run past the spinning blades along the right wall and soar over the pit below into the hall on your left.



Again, wait for the spiked logs to roll away, then wall-run along the right wall to the springboard; use it to propel yourself into the next hall.

Next is a small ledge prefaced by spiked flooring and rolling spiked logs along the wall. Wait for the spiked logs to disappear, then dash across the booby-trapped flooring, up the wall to the ledge's top.



Your final obstacle is a pair of simple saw blades rolling in and out of the floor. Wait for the pair to begin swinging back into the floor, then run or roll past them to safety.



Grab the switch at the hall's end and rotate it to open the hatch above. With a way into the room above now open, wall-run up to the lever on the right wall and pull it down.

A small stone prop emerges from the wall behind you. Instead of dropping to the floor, jump away from the lever and onto the stone prop. Immediately wall-run up the wall from which the prop emerged before it retracts back into the wall. Grab onto the ledge above you and climb into the room.



This is the final room on the path to rescuing Kaileena. Though the room's height might seem daunting, it is nothing you haven't dealt with before.

Begin by hopping on top of the horse statue to the left of the double columns. Use the dagger plate behind the statue to propel yourself right toward the stone platform. Wall-run from the platform to the next dagger plate, and pounce on the patrolling archer on the ledge to the right.



Wall-run around the building from precipice to precipice, until you reach a springboard that vaults you to a large squared column on the right.

Move up the column's ridges to a dagger plate up high. Stick the plate with your dagger, and bound backward onto the wall's small ledge.



Follow the ledge right until you reach a wooden extension. Creep out to the extension's edge and hop into the wall gap ahead. Take the gap down until you are within Speed-Kill distance

of your prey beneath. Without hesitation or mercy, dispatch the archer.

CHAPTER 6: AT BABYLON'S SHORES



The wall to your left has a small protrusion within leaping distance. Hop on it, and follow the protrusion around the corner to a dagger plate. Use the dagger plate to raise yourself, then wall-run and bound over to the second squared column.



Jump from the square column to the round one near the stairs. Hop over the railing to the top of the stairs and Speed Kill the archer. Should the archer see you before you can Speed Kill him, simply engage him in close-quarter combat and toss him over the banister.



Run to the staircase's other end and hop over the railing. Align your back with the nearby column and

jump toward it. Rotate around the column with your back to the wall gap, and push off.



Slide down the gap and stop just above the two unsuspecting guards. As you near, your senses sharpen and you smell the opportunity for a daring Speed Kill.



Leap down on your first foe and plunge your blade into his back. With momentum and the element of surprise on your side, leap off your enemy's back toward the second unwitting sentry.



Your blade flashes and you dig its edge into his flesh. As the first enemy staggers from your initial attack, leap off your second foe back to your first enemy and finish

the job. One more strike on the second guard and your way to Kaileena is clear.



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Broken Palace



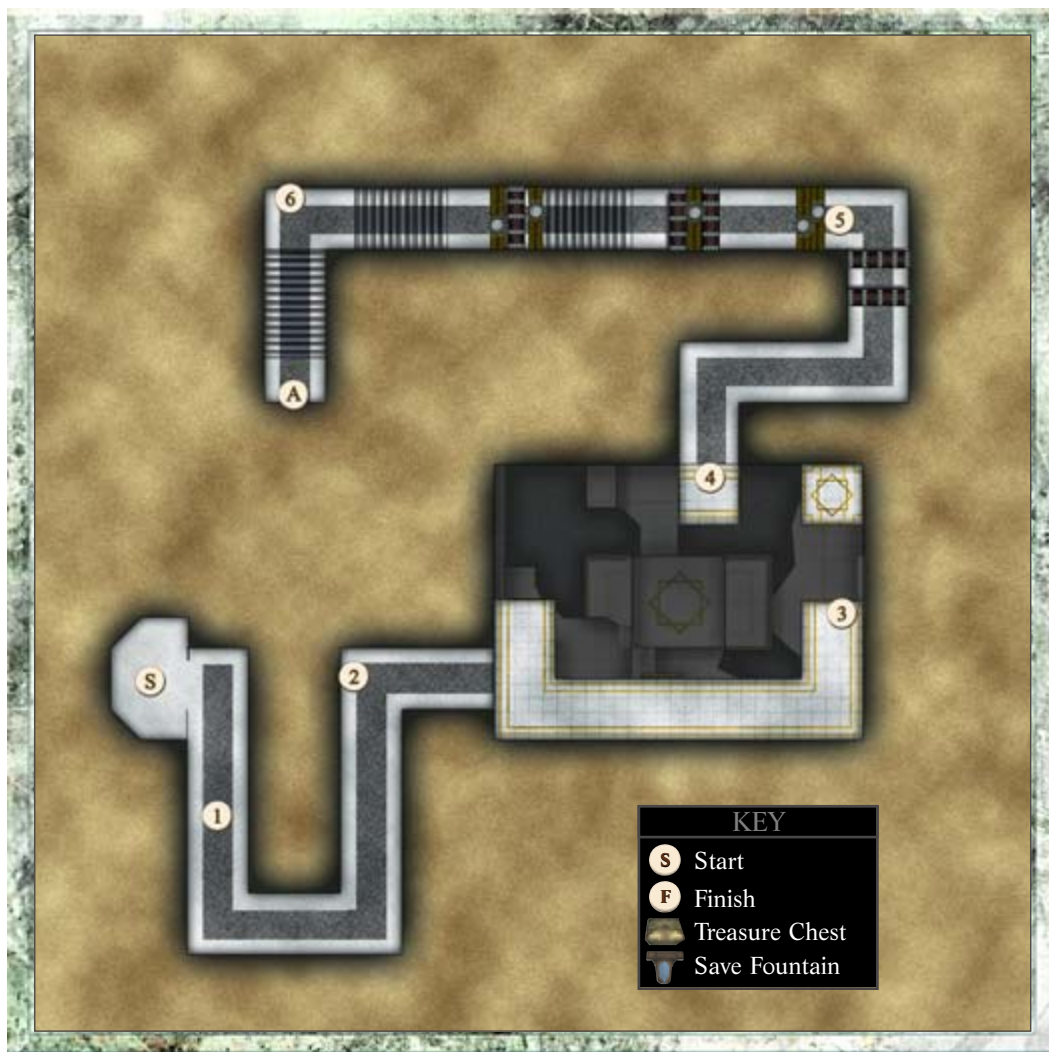
Just as you exit the palace, you see her. Kaileena is tied up and surrounded by a mysterious mob. At the mob's front is a dark figure

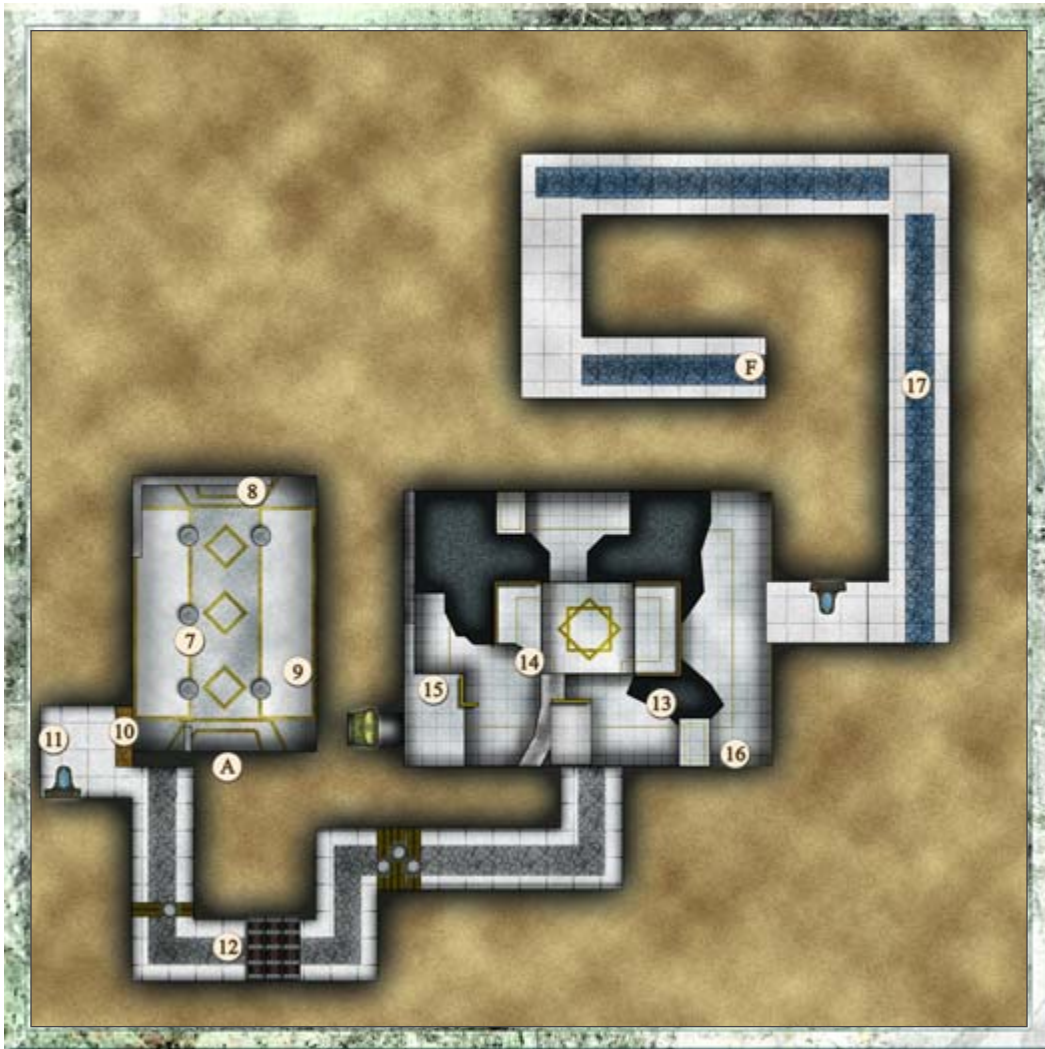
swathed in a flowing cloak. You run to Kaileena's aid when suddenly a serpentine, chainlike sword yanks you down by the left arm.

Seconds seem like hours as you lie on the ground with the chainlike sword digging deeper into your flesh. The mob gathers around you, and villains land from nearby perches; it seems you cannot help Kaileena escape.



As the treacherous rogues close in on you, the man in the flowing cloak slowly turns. The architect behind your palace's siege reveals himself. It's the vizier!





Still hungry for power, he wields the Dagger of Time. Viciously he plunges the dagger into Kaileena, the last bastion of the Sands of Time. Slowly, Kaileena's

lifeless body rises into the air and in a tremendous explosion unleashes the Sands of Time on the world once again.

SNIPPETS OF TIME

Though the vizier fell to the prince's blade at the end of *Prince of Persia®: The Sands of Time*, the prince's actions in *Prince of Persia Warrior Within™* kept the Sands of Time from ever being created. Therefore he essentially undid his own first adventure, leaving the vizier very much alive.

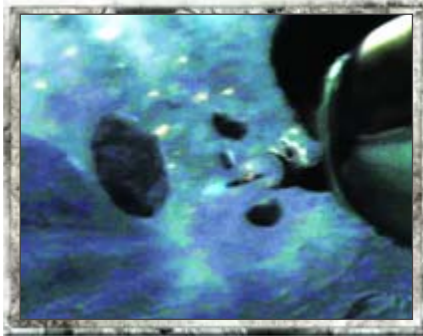


The Sands of Time wash down over everyone below. Klompa, the vizier's fat henchman, and the

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armored twins are bullied by the Sands' torrent. Mahasti, the woman who chained your arm, is similarly struck by the Sands. All, even you, are blanketed in a violent flow of Sand.

Suddenly, the vizier calls the Sands back into the Dagger of Time and pierces himself with it, corrupting himself even more than any of the other's afflicted. Quickly everyone begins to corrupt at the Sands' touch. Everyone but you. Though your left arm aches with a terrible river of pain, the rest of your body is unaffected. As the vizier undergoes his violent transformation, he tosses the dagger into an ever-growing chasm as the floor gives way. Without a moment's hesitation, you leap in after it....



Just as you plummet to what seems to be certain death, you pierce a nearby tapestry with the dagger to slow your descent. You slow down as you fall and land safely on a palace terrace.

Once on the ground, you regret the actions you have taken. For all your heroic efforts, Fate has never wavered, and your destiny remains intertwined with that of the Sands of Time. After a tiny moment of reflection, you plead your father's forgiveness, wherever he may be, and press on with your efforts.



The vizier's screams shake the palace walls. Even his voice now shares the power of the Sands of Time. It is so powerful that his howls begin to collapse your palace.

To escape your crumbling palace, run inside from the terrace. Race through the palace halls as the floor gives way behind you.

TIP

With the Dagger of Time in hand, you regain the Recall Power. If you fail to keep up your hurried pace or falter at the end of a long leap, trigger the Recall Power to rewind time and try again. Make sure you have at least one Sand Tank, however; each use of the Recall Power consumes one tank of sand.



At the hall's end, wall-bound off the activation switch on the left wall. As you land from the leap, turn directly around and dash under the now-open door into the large room.



As you enter the large room beyond the door, immediately run right. The walkway instantly crumbles beneath your weight, so each second is precious. Run right along the walkway as it crumbles, until you reach a small pile of rubble.

Use the dagger plate to the rubble's left and wall-run along the wall to another plate. Push off the plate and reach a nearby platform in the room's far left corner.



Wall-run from the platform to the red tapestry along the wall. As you reach the tapestry, instinct kicks in and you dig the dagger into fabric to slow your descent.

CHAPTER 6: AT BABYLON'S SHORES

Once your feet hit the floor, run into the hallway ahead and drink from the fountain.



The hallway ahead is burdened with traps of all kinds. Brave the traps as you speed through the hall to your escape. Begin by running past the spiked logs on the floor and around the blade logs as they spin across the hall.

Run up the small set of stairs ahead and dodge the spinning blade logs while dashing past more spiked logs on the floor. The spiked logs are sandwiched between a set of blade logs, so make sure your timing is precise, otherwise you could get spiked by the logs beneath and bounced back toward the blades.



Activate the switch on the right wall by running on it, and make a mad dash through the now-open door behind you.

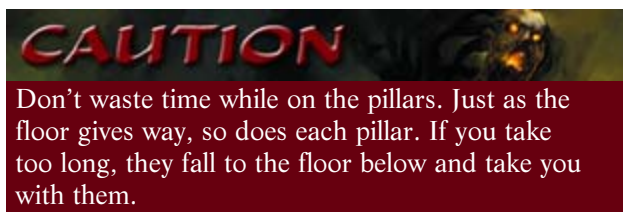


You find yourself in a large room with several columns. The floor between the columns is visibly weak, so either tread quickly or go around them. Shimmy up the far right column and line your back with the column down the row.

Leap from column to column as you shimmy higher and higher. Once at the third column in the row, turn your back to the wall and leap toward the nearby ledge.

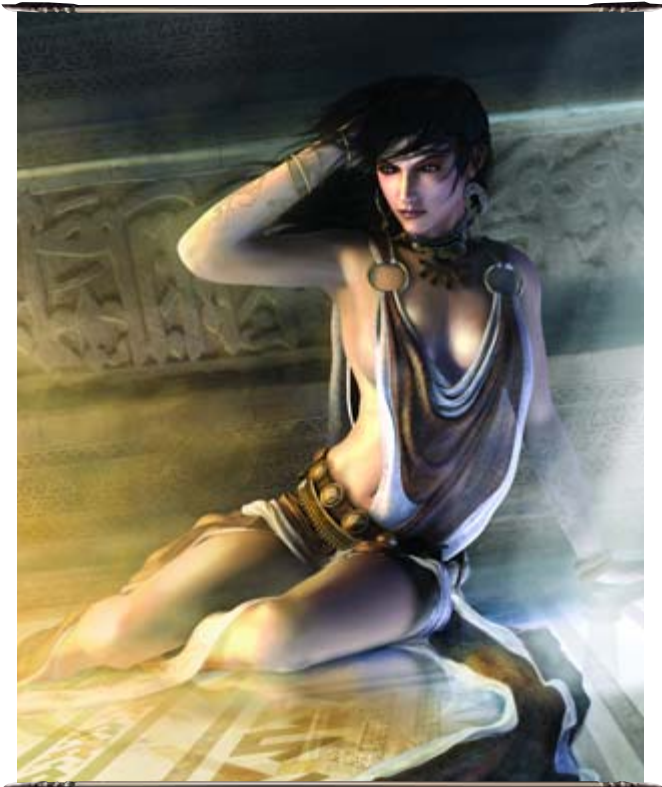


Scoot left across the ledge as the first part deteriorates. Continue moving left until you find a second ledge above you. Climb and follow the second ledge across the wall until your back is aligned with a tall pillar. With the pillar directly behind you, jump off the ledge and hug the pillar.



CAUTION

Don't waste time while on the pillars. Just as the floor gives way, so does each pillar. If you take too long, they fall to the floor below and take you with them.



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Shuffle around the pillar and align your back with the dagger plate on the wall behind you. Push off the pillar and sink your dagger into the plate. Look down the wall to the right to find three more plates.

Use a combination of wall-running and dagger plates to move across the wall to the right, until you reach the final plate.



Again, leap from the dagger plate to the column behind you and quickly shuffle around to jump across the expanse to the column down the row.



When at the final column, turn your back to the wall and spot the small wooden plank behind you. Leap off the column, onto the plank, and catch your balance.

To the beam's right is a small perch. Bound from the beam to the perch's ledge and climb up. Get a better view of the area beneath, and slowly creep up to the perch's opposite edge.



Flames rage far below as the palace comes apart. Take a flying leap from the perch to the tapestry on the opposite wall. As you tear down the tapestry, jump away from the wall into the wall gap behind you.



Slide down the gap and land safely on the floor below. Drink from the fountain before you press on.



To survive the following booby-trapped hallway, wall-run past the spinning blade logs, traipse over three spiked logs as they tuck under the floor, and wall-run as fast as possible past a second set of blade logs.

As soon as you land, the floor falls away, so the closer you are to the next doorway, the better.



No daring escape is complete without harrowing battles won in the nick of time. In the next room, leap across the giant gaps in the floor

and clash blades with the sentries patrolling your palace as it falls to pieces.



Climb atop the pedestal supporting the double column and jump to the wall ahead. As you shimmy left to the next stable area, two guards storm out and attack

you. Take them down with swift strikes or shove them into the void to save time.

Before continuing, check the niche nearby for a chest containing sand credits.



Climb the ledge behind you to battle with one more enemy. As before, either cut through him with your blade or shove him off the raised area into the darkness below.

When he is out of the way, turn toward the raised rubble behind you and leap across the gap toward the wall with the two dagger plates.

Use the dagger plates to get up the wall and onto a ledge. Slide left across the ledge to the broken walkway. Take the walkway around the building until you reach a large gap.



Soar across the gap onto the next section of broken walkway and continue rounding the building. Wall-run from the second broken walkway and bound to the distant ledge from the springboard.



Slide left across the protrusion you land on and into the hall on the right. Take a moment to drink from the fountain before you go down the spiral steps.

As you exit the spiral staircase, you feel a burning sensation coursing through your arm. The pain shoots up and intensifies as you try to make sense of what is happening. What has the vizier done to you?

Suddenly, the floor ahead disappears. Slowed by the intense pain, you have no time to react. You lose your balance and plummet into the chasm.



BABYLON'S BOWELS

Demon Within



Waters rush around you while the darkness hides any hint of the palace above or the horrors unleashed on the world. Your greatest enemy roams your kingdom and allies himself with the very Sands that have nearly destroyed you. The Sands transformed the vizier into an evil monster, Kaileena is dead, and you lie motionless in a damp and dark sewer.



Slowly, you come to. Almost as if a ringing in your ears, you hear the words, "Wake up, prince. Wake up." But who spoke those words? It was not your voice echoing your thoughts, but a different, unknown voice. Your eyes open, and you shake the cobwebs out of your head. With the way behind you gone and no time to waste, you get moving to escape the sewers.



Sewers

With Kaileena no longer your main objective, turn your attention to escaping the sewers and exacting revenge on the man responsible for this chaos: the vizier.



The way ahead is mostly linear with occasional vertical movement. Begin your journey through Babylon's bowels by vaulting across the chasm ahead, using the three beams.

When you land from the third beam, turn left and grab hold of the I-shaped beams in front of you. Scoot to the middle pole, and shimmy along the pole across the large void beneath. When you reach the bar connecting the two walls, swing around it and jump to safety.



Jump across the next hole in the ground to the small protruding plank on the right wall. Get on top of it and leap to the ridge on the wall in front of you.

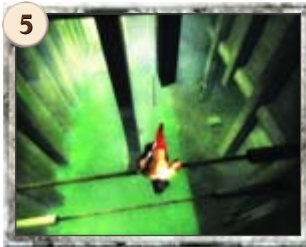


Slide left along the ridge until you reach a small wall gap. Let go of the ridge and you automatically prop yourself up in the gap.

Slide down the gap and hop down on the ornate grating. Eliminate the enemies in the dark hall and dash down the hall toward a large lever. Wall-run up to the lever and yank it down.

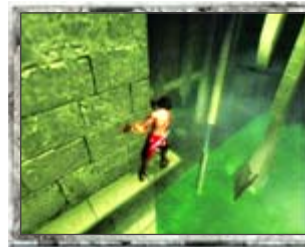


As you yank on the lever, it retracts farther into the wall, leaving a hole below. Drop into the hole and slide into the room.



As you hang above the room, you spot three bars across from you, one bar lower than the previous. Leap toward the first bar and hang on. Drop to the second and third bars beneath you until you reach the water.

Run to the room's far left corner and into a niche with two dagger plates on its left wall.



Use the dagger plates to climb the wall. Dash right from the topmost plate and catch the ridge. Slide right along the ridge until you can stand on it. Edge along the ridge and line up your back with the pole rising from the water.

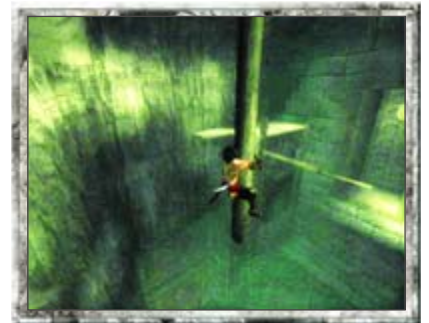
When you leap onto the pole, your weight makes it sink and activates a hidden switch. The door below opens and grants access deeper into the sewers. Hop down from the pole and go through the door.

Behind the door is a small plank perched high above the watery depths. If you climb out onto the plank, the right wall reveals a waterfall in a small wall gap. Leap into the wall gap on the right and slide down.



Descend the small ledge behind you into a large room with a single pole projecting from its roof. Jump left to the nearby ledge and climb the ledges up along the room's left wall.

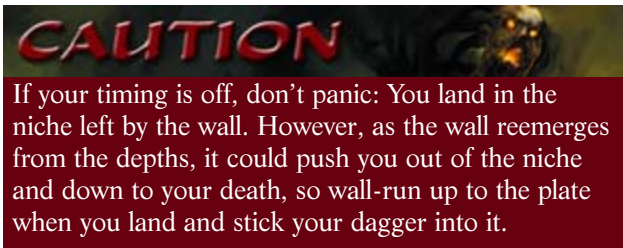
With your back to the pole, leap from the ledge toward it and grab on. Rotate around the pole and line up with the moving dagger plate section on the right wall.





Hop from the pole to the dagger plate wall. With your dagger in place, wait until the wall moves out and is flush with the rest of the room's walls.

When it is, wall-run left onto the wooden platform. Use the platform to launch yourself into a wall-run toward the wall gap on the right. Take the wall gap down and let go.

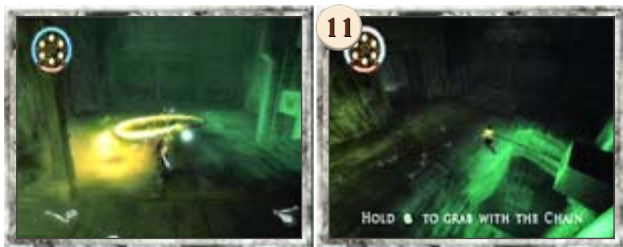


CAUTION
If your timing is off, don't panic: You land in the niche left by the wall. However, as the wall reemerges from the depths, it could push you out of the niche and down to your death, so wall-run up to the plate when you land and stick your dagger into it.

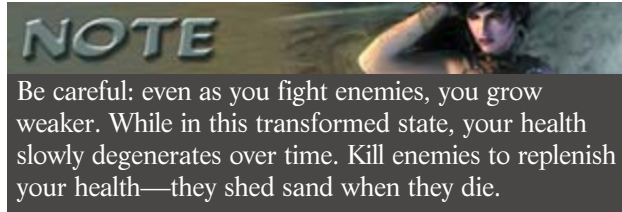


Just as you land, the burning in your left arm begins to worsen. The room darkens and you almost lose consciousness. However, instead of

blacking out, you blacken out. Your skin turns a dark hue, your hair stands on its end, and your arm glows with a familiar light. You transform into the Dark Prince, a distorted version of your normal self, corrupted by the Sands of Time. Luckily, your princely consciousness isn't subdued by the Dark Prince's will.



Almost as if drawn by your presence, several sewer-dwelling dark Reptus attack from the shadows. Use your new weapon, the Daggertail that unravels from your left arm, to destroy the piddly creatures.



NOTE
Be careful: even as you fight enemies, you grow weaker. While in this transformed state, your health slowly degenerates over time. Kill enemies to replenish your health—they shed sand when they die.

Replenish your diminishing health by killing the dark Reptus. When the coast is clear, approach the pit's edge and fling your Daggertail across to yank on the relief sculpture on the other side. Pull back on the stone wall and the door behind you opens.



Go through the door and balance on the wood rail ahead. Jump from the rail to the horizontal bar and grab it. From the bar, bound to the tall pole in front and slide down into the catacombs.

More dark Reptus attack as you touch down. Use a combination of dagger and sword strikes, and use the pole's base for a column chain attack.



Run along the darkened catacombs and use your chain to swing over the deadly pits. Swing across the pits, landing on the stone ledge momentarily.

The final swing sends you flying into a gap in the stones ahead. Release from the pole as you fly forward and prop yourself in the gap. Slide down and drop onto the floor below.

As you land, whip out your Daggertail and slaughter your enemies before they weaken you. Absorb their sand souls and replenish your health before you go on.





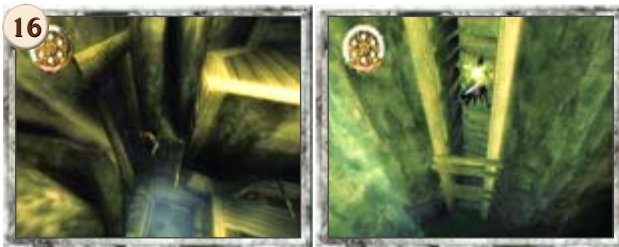
A ledge to the right reveals a large chasm with another relief statue on the other side. Pull on the statue with your sword and open a door above the steps behind you.

Go through the door to find a wall with more ridges to climb. Navigate up the ridges to a ledge and walk to its end.



Wall-run from the ledge's right wall to a ladder in the distance. Take the ladder up to the precipice with a small alcove in the far left corner. Inside the alcove is another lever.

Go into the alcove and pull down the lever with your blade. When activated, the lever's wall slides out and becomes flush with the ledge's wall.



Bounce away from the lever and grab the pole behind you. Swing from the first pole to the next, and wait for the spiked wall ahead to rotate before beginning your wall bounce up it.

Bounce up the wall to the floor above and run down the hall ahead. With yet another steep drop in front of you, back up and gather speed for the jump ahead. Run and soar over the drop to the wall gap on the gorge's other side.



As you come down from the gap, you touch down in a pool of water. Instantly the dark elements in your body react to the water, just as oil would. The

stain left on your body by the Sands of Time is violently washed away, leaving your body in its former state.



Don't dwell too long on what your inner voice says—storm through the catacombs to a tall pair of walls with protrusions on it. Utilize the protrusions to scale the wall by hopping back and forth from one to the other as you move up the walls. Atop the wall is a long corridor littered with enemies.

Between the arched passageways comprising the corridor are small patches of sunlight where the rays shine down through the ceiling; if the light is any judge of your progress, you are close to escaping the sewers. Lure the creatures from their beloved darkness into the lit passageways to weaken them before attacking. Continue moving down the corridor, luring enemies into the light and dispatching them with your Daggertail.



Use your dagger to pull down the lever at the hall's end. This opens the door behind you; go through it.

TWO THRONES: RISK VS. REWARD



After entering the door, you have two paths from which to choose. To the right are saw blades spinning in and out of the wall; to the left is a seemingly empty hallway.

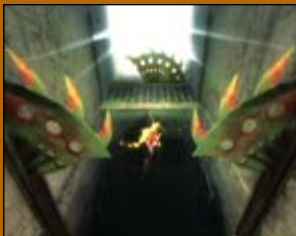


Take the left path, then wall-run across the first gap and use the beams to navigate the next few gulches. Balance across the beams on your way to the fountain tucked away around the corner.



After taking a sip from the fountain, you are transported to a hallway riddled with deadly traps. What magic is this? There is only one thing left to do: find out what the traps protect at the hall's end.

Run past the first set of saw blades and creep out onto the long beam ahead. Before balancing across the beam, drop to hang from its edge to avoid the barrage of arrows being sprayed from the right wall. Edge along the beam with your hands until you reach the gulf's other side.



Stand on the end of the beam you just shimmied across and soar past the next set of saw blades onto the next small protruding beam.

The blinding light ahead must be concealing something. Only one more set of booby traps to survive before you find out. Edge along the beam toward the stable floor ahead, but don't get too close. The floor ahead is spiked. When the saw blade beyond the spiked flooring rolls away, dash past the flooring and into the white light.

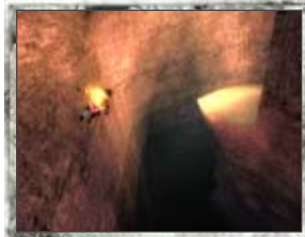
Just as quickly as you were transported into the hallway, you are transported out. You wake up near the fountain, but it's broken. Something else is different too: your Health bar has increased.



Backtrack to the door from which you entered into the hall and prepare for another trapped hallway section.



Though blocked by rolling saw blades and spiked flooring, the hallway ahead is short. Roll past the first saw blades, over the spiked flooring, and dash past the second set of blades.



Use the fountain at the hall's end to refresh your health and save your progress; then head out the nearby archway.

Wall-run and jump from the left wall to the platform on the right. Then wall-run on the right wall to the ladder against the far wall. Take the ladder all the way up.

At the ladder's top, leap backward to the ledge behind you. Bound from ledge to ledge as they take you up the chasm walls to the sunlight above.



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Guard Fortress



You've reached topside and can once again enjoy the Persian sun. Instead of dingy sewer tunnels and wet surfaces, you must now traverse brightly lit caverns and dry, hard terrain.

Run ahead and bound over the two large gulfs. As you land on the far ledge, you encounter two dark archers. Fight them off the ledge quickly, lest they pluck at your health like they do on their bow strings.



Along the cavern wall is a small, well-lit ridge. Climb atop it and propel yourself higher to the next ledge. Jump up and catch the inside lip of the groove above you and follow it right.

Leap from the groove backward to the opposite wall, where you land on a small ridge. Stand on top of the ridge, scoot left, and jump back again to the first wall.





Slide right along the wall as the ridge gives way. When you've reached the ridge's farthest right edge, leap back to the wall behind you. Scoot right along the cavern wall until you reach another groove above you.



Grab the groove and take it farther up the wall. Edge right on the final stone ledge

until you are under a row of arrow-shooting panels. Wait for the arrows to fly over your head and, with one swift movement, grab the wooden ledge above you and pull yourself up.

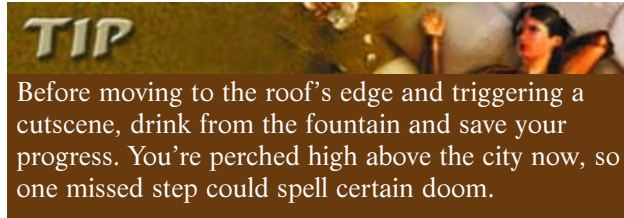
Slide right along the ledge while another row of arrow panels fires off above your head. After it fires its final arrow, grab the ledge above the panels and shimmy right, away from the panels.



Pull yourself up onto the ledge, and turn your attention to the two retracting lips above your head. Watch



their pattern as they pop in and out of the wall. When the bottom lip first pops out, immediately grab it and pull yourself up; by the time you are standing on the first one, the second one above should be ready for you to hop on. Jump on and hoist yourself onto the roof.



Before moving to the roof's edge and triggering a cutscene, drink from the fountain and save your progress. You're perched high above the city now, so one missed step could spell certain doom.



As you gaze over the balcony's edge, sands ride the wind across your city. What seems like a peaceful day in Babylon is anything but. Tall golden beams rise from the city below and shoot into the sky above.



Below you, the vizier's men, now corrupted by the Sands of Time, huddle around a small circular Sand Gate. Suddenly a stunning flash of light conceals the emergence of the transformed vizier. Bathed in a beautiful glow, the godlike vizier rises from the Sand Gate. Within seconds, he disappears into the ray of light.



Use the nearby slit in the flooring to slide down to the Sand Gate below. Two dark guards patrol the gate, but you can easily fell them with well-timed Speed Kills.

Drop on the first guard from the slit in the building, and sneak up on the Sand Gate guard from behind. Slice him with your dagger until the Sand Gate absorbs him (he turns to sand).

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You approach the Sand Gate carefully. Perhaps you can use it to follow the vizier, or maybe it can grant you access to another part of your palace?

Alas, it does neither. As you approach the gate, the beam of light is rapidly sucked back into the gate. You dig the Dagger of Time into the central opening and gain a Sand Tank.



With no way of following the vizier through the Sand Gate, you are left to more “conventional” methods of pursuit.

Approach the left wall and wait for the spiked logs to emerge from the wall. When they retract back into the wall, run past them and leap right toward the small pole jutting out from the nearby building. Use your leap’s momentum to swing onto the roof ahead and Speed Kill the dark archer patrolling the rooftop.



Jump off the roof to the nearby chain. Slink down the chain toward the guards below and Speed Kill as many as you can. Should a guard catch you killing one of his partners, make short work of him with your dagger.



Apparently the prince has been taking lessons from one of Ubisoft’s other well-known heroes: Sam Fisher. The *Splinter Cell*–inspired move where the prince slides down the chain headfirst, ready to strike, is new to the prince’s cadre of maneuvers and proves extremely useful throughout his newest adventure.



Hop on top of the crate against the wall and wall-run up to the dagger plates. Jump up to the second dagger plate, then wall-run left toward the first springboard.

The springboard helps send you flying diagonally to a second board that, in turn, sends you safely to a balcony close by.



Scale the nearby wall via the small platforms sticking out of the sides. The platforms lead you to a walkway patrolled by a dark guard and a dark archer at its end. Hop over the railing and kill the dark guard from behind as he walks away.

Rush along the left wall to the dark archer and Speed Kill him before he notices your presence. Once done, grab the switch and rotate it to open the gate below.



With the gate below open, wall-run along the left wall to the next terrace.



You land on the terrace and your hand trembles. You grip it, but there is no stopping what is about to happen. Dark sands swirl around you, and your arm glows with an intense light.

You lurch over in pain. As the sands begin to clear, you see what has happened to your body: you've become the Dark Prince once again.



The wall on the right has a lone lamp hanging high above the ground. Wall-run and latch your Daggertail to it, extending the distance you can wall-run.

After landing on the distant platform, jump and chain-swing from the pole above to reach a perch against the far wall. Drop down and kill him to replenish your deteriorating health.



Wall-run along the left wall, swing from the lamp above, and bound off the wall to the chain on the right. Begin your descent to the area below and watch the patrols' movements as you slowly slink down.



When you are within killing distance, drop your chain around a patrol's neck, give it a firm tug, and snap his neck from above. He never had a chance.

Drop from your deadly position and clear the rest of the area of enemies. Use quick strikes from your blade followed by strong lashes of your chain.



When there are no more guards, climb the wooden column in the courtyard's center and leap backward to the pole sticking out of the courtyard partition. Vault from pole to pole until you can dig your dagger into the lever to the right of the large gate.



As the lever drops, the gate on the left opens. Let go of the lever and race around the courtyard partition to go through the gate.

Bridge Chase



As you exit onto the bridge, you step into a small puddle of water. Just as before, the water swishes, swirls, and rushes around you as the Sands of Time retreat deep into your body.



Back to your normal self again, you spot an empty chariot nearby. You get on the chariot and take the reins.



You steer the chariot directly at the dark guards ahead in the distance. As you barrel through them, they drop a single crate with a prisoner inside.

With naught but a second's reaction, one of the guards you tumbled over springs to his feet, climbs aboard a nearby chariot, and gives chase.



As you speed away, the crate the guards dropped breaks open. A thin, feminine leg kicks it open from the inside. It seems you set a prisoner free....



Your chariot continues to gain speed as you whip your horses into a frenzy. Speed becomes just as much a danger as the guards giving chase.

As you approach a slight left curve, the guard behind you catches up. He slams his chariot into yours, nearly sending you careening out of control.



No matter how hard you whip or how furious your horses' legs pump, you cannot shake him. Return the bump as he attempts to attack, and drive him into a wall on the left. Just don't do it too forcefully or you might run into the wall yourself.





After driving your opponent to their doom, your chariot continues freely. The horses keep a steady pace and gallop furiously to high speeds. Even the

slightest nudges in either direction steers your vehicle, so be careful not to oversteer.

Your chariot presses on as it reaches a slight fork in the road. The right path leads to a small ramp; the left path leads to chariot splinters and a princely mural...painted with your blood. Stick to the path on the right to survive.



The farther down the bridge you travel, the more guards you encounter. Dark guards emerge from the flanking buildings and run alongside your chariot to

engage you in high-speed combat. To eliminate them quickly, swat them away with your dagger as they cling to your vehicle.

After you shake off the dark guards, the road ahead is bombarded with large burning stones from distant trebuchets. The destruction forces you to turn left into a small tunnel.



You exit the tunnel, flying high over a small gap. Your horses' legs are still furiously pumping in midflight.

PRINCE of PERSIA

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As you land, more enemies attempt to knock you off your ride. Greet them with your dagger and send them flying back to the dirt where they belong.

Stick to the wall's right side as you approach the next ramp and steadily steer right over another small gap.



Immediately direct your horses left to avoid being blocked by a desperate guard as he pushes a merchant's cart in your way.

You catch the edge of a lip and soar over another small gap. Steady your cart as you land, lest momentum carry you straight into the buildings on the left.



Drive under a small canopy and survive more guards on foot, and you are eventually met by a second chariot. Just as before, the driver of the enemy chariot attempts to smash you out of control.



However, his comrades' appetite for destruction is his own undoing. A large pile of debris falls directly in his path, and with no time to maneuver around it, he smashes into it.

The attack from afar does not relent. And no matter how fast you drive, you cannot outrun it. Finally, just as you see the large doors closing ahead, a massive stone crashes down in front of you.



The explosion destroys your chariot and sends you flying forward with nothing to soften your landing. Almost as if he senses your despair, your lead horse swerves into your path as you land on his back. With speed on your side, you clear the closing doors and make it past the bridge.



On the other side of the bridge gates is another pair of doors. You dismount your trusty steed, and wall-bound over the wall into the lower city limits.

Lower City

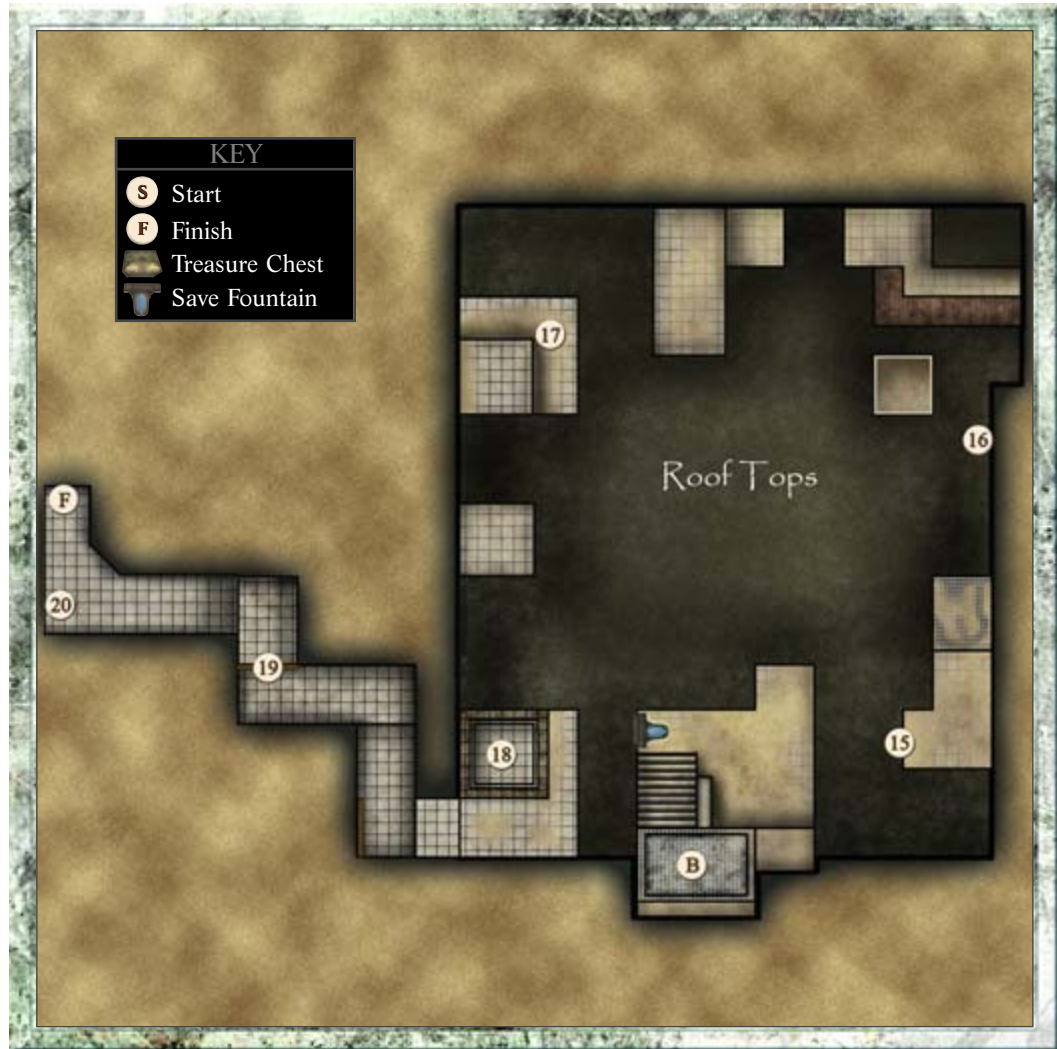


The chariot chase over, you're now moving at your own speed. Don't waste precious time, however; the man responsible for burning your kingdom is still on the loose.

Go through the nearby door and run to the alley's end. There you find a tall vertical area with ledges leading to the city rooftops. Climb the ledges all the way up until you reach a balcony with a ladder against the wall.

Climb the ladder to the last rung. Leap backward and teeter on the ridge opposite the ladder. Grab a hold of the lip above you and propel yourself back to the opposite wall where another ladder awaits.





Take the second ladder all the way up and make a right into a corridor. Beyond the corridor is a balcony with flames rising from the gap beyond. Opposite the balcony is a wall with a ladder to the left of the flames. Hang over the side of the balcony and jump over to the ladder.

Go up the ladder, then jump back toward the balcony to catch a small ledge behind you. Follow the ledge left around the corner of the wall and jump to yet another ladder against the wall.

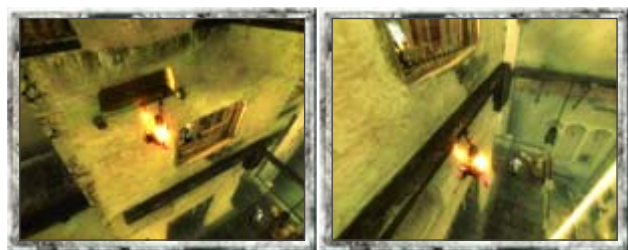
Go up the ladder and hop over the railing onto a small building. The corridor nearby leads to another open area with buildings on all sides.



Walk out onto a little piece of wood jutting from the building's side. Hop over to another piece across from you and stand on it. Look right, and skip over to the ledge against the building.



Follow the ledge right, around the corner, and drop down until you're hanging from the ledge you were just standing on.



Shift right along the ledge until you hang directly above the gap in the shingles below. Let yourself drop and you fall past the broken shingles to a second ledge.

Creep right along the ledge, under a guarded window, and out onto a wooden beam. When you're hanging from the wooden beam, pull yourself up onto it and jump across to the next building.



Use the wall on your right to run across the building and Speed Kill the enemy guarding the balcony on the left. Leave the other guard by the window alone unless you need to refill a Sand Tank; otherwise, hang over the right ledge.



Drop from the ledge and immediately sink your dagger into the plate above the arch to keep from falling to your death. When the patrol comes out from underneath, pounce on him and shred him to pieces.

Go under the archway from where the patrol emerged, and sneak up on his buddy by the terrace. With the element of surprise on your side, Speed Kill him quickly.



Walk out along the small plank and face the wall gap ahead. Leap forward and grab the pole between the plank and the gap.

Swing from the pole into the gap and slide down until you hang just above the sentries guarding the Sand Gate.



Fortunately, the guards are close enough together to initiate a double Speed Kill. Pounce on the first and leap back and forth between the two, slicing

them with your dagger as you do. After eliminating all guards around the Sand Gate, claim your reward.

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Turn and run through the doorway behind the Sand Gate. Two more dark guards turn the corner and immediately attack. Eliminate them and climb the rubble to reach the dagger plate above your head.

Wall-run right to the large hole in the wall and pull yourself through it. Two large hunter hounds charge from the alley to your right. Swat them down with your dagger and turn them into piles of sand.



Go into the alley where the hunter hounds came from and turn right into a dark niche. Collect the 10 Sand Credits from the treasure chest.

Use the right wall to run over the broken walkway toward the burning rubble in the far alley.



Continue through the alleys and bound over the next broken walkway. Run up the wall on the other side and grab the railing to climb up. Then, leap across another large gap into a dark room housing burning embers.



Upon entering the dark room, your arm begins to glow. The glow lights the room in a blinding flash. You are unable to control your body and are lifted into the air as if the pain picks you up off the floor.

Your skin darkens, the chain unfurls, and the markings on your body begin to glow as sandlike steam emanates from your body. When the chaos subsides, you're crouched on one knee as the Dark Prince.



Jump to your feet and ready your weapons; more hunter hounds attack! Whip them with your chain and carve through them with your dagger before they do you in.



Take a flying leap out of the dark room and latch your chain to a small pole hanging high above the city. Swing from the pole to the burning walkway ahead and keep a swift steady gait.

Run across the unstable walkway before it sends you into a deadly free fall, and round the corner to the next obstacle.



Grab the half-beam at the burning walkway's end and pull yourself up. As you stand on the piece of wood, reach up to the ledge over your head and hang on it while the patrol walks away.



Climb onto the little building and sneak up on the lone guard. Wrap your chain around his neck and yank it tight to snap his head clean off.



The next section is a bit tricky. A lamp hanging on the left wall ahead helps swing you to another burning platform. Latch your chain on to the lamp as you wall-run toward it, and swing to the flaming platform.

Run around the corner and immediately jump and grab the pole with your Daggertail to go flying toward the ladder against the wall. Climb the ladder and step into the water to revert into your normal self.



Drink from the fountain to save your progress and replenish your health.



Leave your perch and fly across the city below to land on a nearby rooftop, patrolled by a single dark archer. Speed Kill him from behind and walk to the ledge he was facing.

Drop down on the second enemy as he paces on his rooftop. Drop him from the building's edge, or Speed Kill him like you did his partner.

Wall-run along the right building and use the springboard to launch yourself diagonally. You touch down on another springboard attached to the building on the left and jump diagonally again. This time you hit the railing on a distant building inhabited by a single dark guard.



The springboard sends you flying forcefully into the railing. The impact nearly bounces you back before you get a grip and steady yourself. Just as you are about to pull yourself over the handrail, a dark guard comes running at you with his blade held high. You are going to fall to your death no matter what.



Unexpectedly, an arrow whizzes past your hands and into the dark guard's chest. Then a second. Finally, a third and final arrow falls the lone beast, granting you safety atop the building. You look out over

the cityscape, but no one is in sight to claim your gratitude. You scream out into the empty cityscape a welcoming "Thank you," but no one appears. It looks as if you have someone on your side. Who can this faceless hero be?



Jump over to the next building and climb the wall to sneak up on the dark archer above you. Slice him apart, and get a better view of the surrounding buildings. Two more dark archers are perched on the nearby building.

Though the vine-covered lattice shields you from their line of sight, they see you when you walk out near the ledge. In one swift movement, run around the lattice, and jump onto their building. Once among them, slash at them and send them flying down to the city below.



Get on the little nearby roof and fly toward the next building. As you fall toward the building, it may look as if you will not make it, but trust in your leaping abilities.

From where you land, wall-run on the right wall, and springboard over to the chain ahead and to the left.



Slink down the chain headfirst. Hanging high above your enemies, swoop in on the one right beneath you like a falcon; dig your dagger into his stomach.



Run past your downed enemy to a long vertical drop. Use the ledges along the walls to safely drop to the alley.



Explore the alley and find a dead end with a dagger plate against the left wall. Wall-run to the plate and hang from it. Leap back and grab the ledge behind you.

Scale the wall using the ledges and pull yourself up to the platform above.

Wall-run along the right wall and plant your dagger into the dagger plate near the corner. Drop to the plate below and sink your blade into that one as well.

Finally, let go of the plate and land safely on your feet.



Run up the alley and use the next set of dagger plates to climb up the wall. First stab the bottom one, then jump and stab the second. Look right to find the lever, then wall-run over to it. Grab it and yank it down to open the two doors.

TWO THRONES: RISK VS. REWARD



The path to the next life extension fountain is not as perilous as the first. Begin by hopping down from the lever and running straight back to the gray door at the alley's end.



Use the ledges to slowly descend the steep drop. At the last ledge *do not* let go, but rather jump toward the wall behind you and push off to soften your landing on the planks below.



Slowly climb down the large platforms into the hallway at the bottom. Follow the hall as it leads you to a treasure chest with Sand Credits.

After claiming your credits, run to the hall's end and climb the mesh walls one by one to the very top.



At the top is a transport fountain; drink from it to be whisked away to another trapped hall.

Dash past the spiked log flooring and onto a sturdy wooden beam. Edge to its end, and jump to the next set of beams below.



Multiple rows of arrow-shooting panels flank the crossing beams both above and below. So, you are at risk whether you stand or hang from the center beam.

Quickly shuffle to the crossing beam connecting the two walls and hang from it—this is the only place that the arrows don't reach.



After a flurry of arrows passes by, spring to your feet and edge to the center beam's end. Walk as far as possible and jump to the next set of crossing beams.

Watch the wall ahead as three platforms pop in and out of it. When the bottommost ledge springs out, jump on it. Immediately start climbing the ledges above you to reach the top lip.

Walk into the light to collect your next life extension. Once you are sent back to the transport fountain, backtrack to the gray door you entered from, hit the switch on the left wall, and go back into the alley.



Back in the alley with the lever, repeat the process of yanking the lever to open the red door. Roll underneath the door before it closes on you, and proceed to the arena.

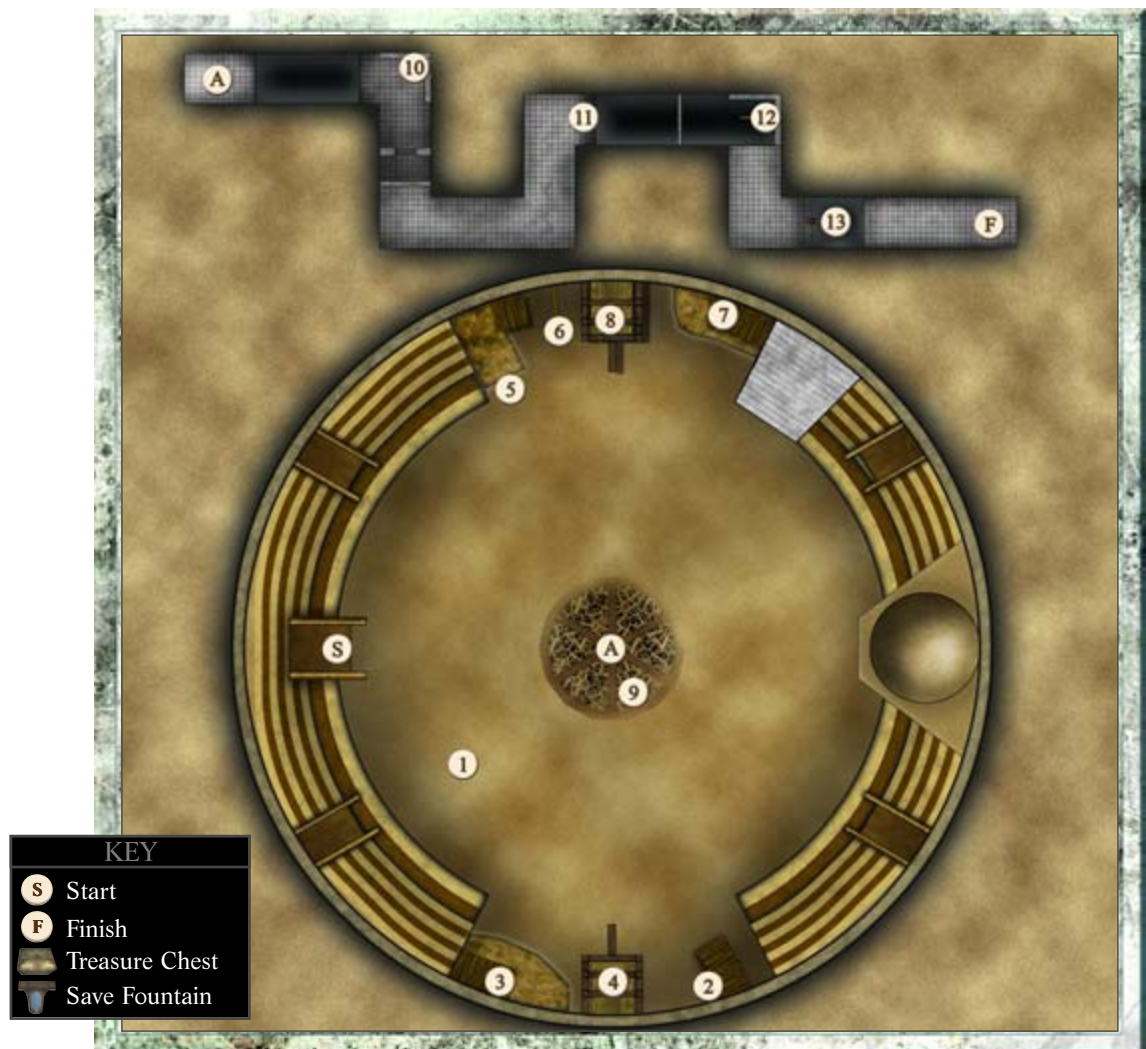
Arena

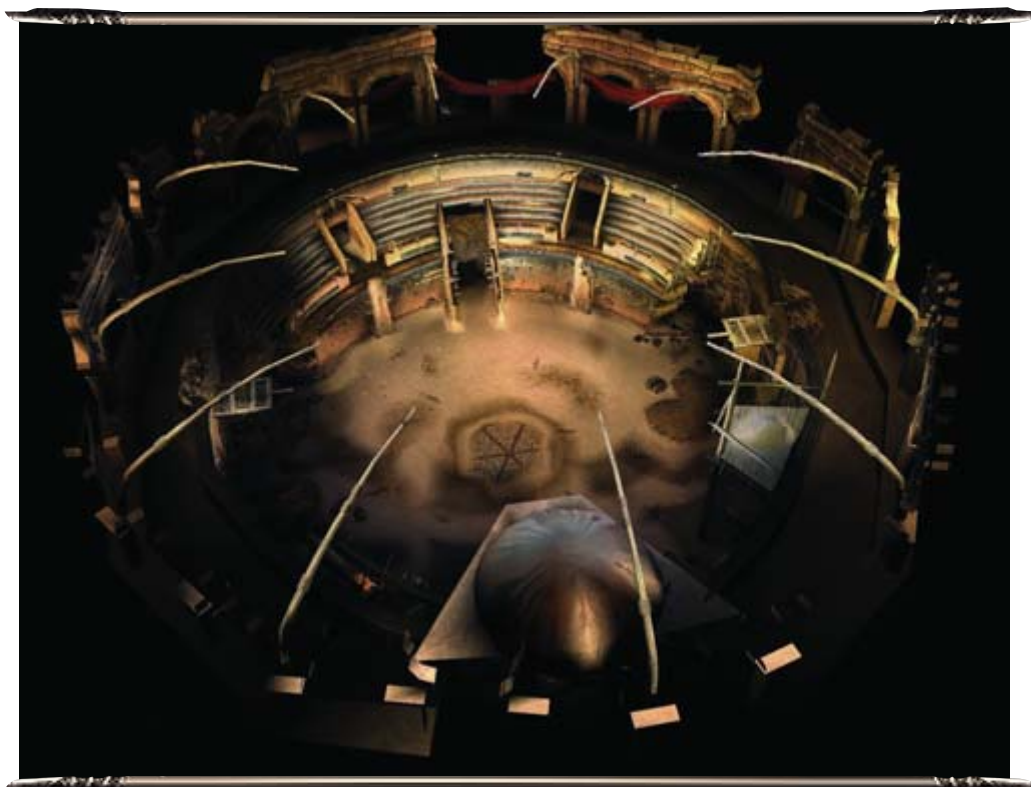


You hear distant cries from beyond the hall. The doors at the hall's end seem heavy and prevent you from seeing what is behind

them. The smell of rotting flesh fills the air, leaving you to guess why that is so. With no other route to take, you are forced to find out what is hidden behind the hallway doors.

As you approach, the doors open on their own, welcoming you to the last place you want to be: the arena. Bodies are strewn across the arena sand, and dust wafts into the air from fresh piles of rubble. And in the middle sits the behemoth creature responsible for it all. Its jaw is missing and its tongue hangs in the air, pieces of flesh still sticking to it. Through the steel mask strapped to its face you can see its eyes as they stare at you. You know this sick monster. It's Klompa, the vizier's fat guard. Or rather, what used to be Klompa—now it is nothing more than a sand-corrupted monster. His giant scimitar lands next to you; you dive out the way, ready for battle.





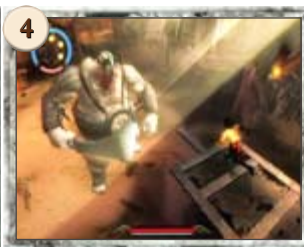
Beasts of Klompa's size rarely have the speed and agility to keep up with more nimble creatures such as yourself. You may be in his arena, but *you* have the advantage. Use your size and quickness to run circles—literally—around Klompa.

Your main objective is to eliminate Klompa's vision. You must get on his eye level and dig your dagger into his eyes. As you begin your battle with Klompa, immediately dash to the right toward a small ramp against the arena wall.



Use the dagger plates along the wall to climb higher in the arena. As you wall-run right, Klompa's fist comes crashing into the platform ahead of you.

Fortunately for you, his aim is not as accurate as he'd like. Instead of crushing you to pieces, he crumbles a wall that would have otherwise been in your way.



When you reach the platform, run right and use the next dagger plate. Wall-run left to a nearby perch and steal out onto a wooden plank jutting from the perch.

Keep a close eye on Klompa, however; his scimitar swing covers a huge area. One quick swipe and you're sent flying into a distant part of the arena.

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Just as with Speed Kills, the screen blurs around you to signify when to attack. Act quickly—a second too long and you're history.



After leaping out for the attack, you scurry about Klompa's colossal body, striking as you evade his attempts to swat you off. Strike at his hand and back, and finally, grip onto his head, swing around, and plunge your dagger into his iris.



In staggering pain, he reels and flails about. You seize the opportunity and safely jump off the crazed creature.

TIP

Continuously stay on the move, even if you don't know exactly where to run. Klompa has various crushing attacks. In one, he slams both his hands down; with the other, he pounds the ground with his fist, sending out damaging shock waves. If you're constantly on the move, you can dodge both easily.



Circle the arena to stay ahead of Klompa's attacks. As you circumambulate about the arena, watch for another small makeshift ramp pressed against the wall.

Run up the ramp, then turn right. Leap to the nearby pole jutting out of the wall as Klompa smashes wildly at the area of wall ahead.



Again, maneuver your way to the dagger plate on the top rightmost area you can reach. Hurl yourself left to the wooden platform and walk out onto the jutting plank.

Pounce on Klompa as he nears the platform, and begin your slashing frenzy. Strike at his body while he thrashes about, and pierce his hand as he picks you off his back.



Though small compared to his hulking size, your dagger inflicts giant-sized pain. He flings you high in the air, and you come crashing back down on his massive torso. Climb up from his chest and bury your dagger into his other eye, blinding him forever. Unfortunately (or maybe fortunately) for him, "forever" is nothing more than minutes away.



CHAPTER 7: BABYLON'S BOWELS



You land on the arena floor as Klompa falls to his knees in pain. The thud resonates through the arena, as do his screams of agony.



If you were successful, Klompa writhes in pain while lurching over on the bloodstained sands. In a split second, you dart up his back and deliver the final blows, stabbing your daggers into his back. Finally, as he stands up in a last-ditch attempt to shake you off, carve a line down his back as you set feet on the ground.

Run around the arena as Klompa stomps about in pain. Circle in closer to his legs and slash at his calves. Duck in and out of his legs' reach as you whittle away at his health.



Watch for his sweeping scimitar strike and his swift kicks. Either blow causes damage to your Health bar; with no fountain in sight, a few of his blows prove deadly real quick.



Klompa dissolves into a flurry of sand as the gates unlock and open. The shadow figures stumble out of the arena gates, and you ready your weapon, prepared to defend yourself.



Hack away at his legs until he lifts one leg in agony. Seize the moment and slice his other leg to bring the big brute to his knees.

If you fail to slice his other leg while he holds his injured leg up high, he regenerates a small amount of health and continues stomping around the arena.

Just as you gain a firm grip on the dagger's handle, the figures step into the light. They are prisoners running free. You ease your grip on the weapon as they rush out, hearts full of gratitude for their hero. Unfortunately, you begin to get that familiar feeling in your arm: the demon is about to surface. Rather than transform in front of your people and reveal yourself as a sand monster, you leap feet first into the hole at the arena's center.



PRINCE OF PERSIA THE TWO THRONES



You transform into the Dark Prince just as you land in the tunnels below the arena.



Sprint across the left wall over the gap in the tunnels. At the gap's end, climb up to the ledge and shimmy left along the wall.

Watch for the panel to pop out above you, then hop on it and jump backward away from the wall. In midair, lash out with your Daggertail and swing from the pole behind you to the distant ledge above.



Follow the tunnels along until you reach another great chasm. At the chasm's lip are two large pieces of stone embedded in the wall. As you approach the edge, they pop out and smash you.

Watch the chasm's far side and wait for a similar stone to retract into the wall on the right. When it does, get a running start, jump into the chasm, and swing over to the far wall's ledges.



Reach the highest ledge and scoot left around the wall's corner. Leap to the pole behind you and swing across to the next lip. Climb up, bash the boxes nearby to replenish your dwindling health, and continue down the hall.

Near the tunnel's end is a ladder propped against the wall at the base of your feet. Go down the ladder and use your Daggertail to yank on the relief statue behind you.



The statue provides support to help get you on the floor behind you, and it also opens the door at the tunnel's end. Pull on the statue, leap back to the next ledge, and run through the door as it slowly closes.



AT BABYLON'S GATES

Reunion with an Unknown Friend

You've escaped the clutches of a gigantic sand abomination, survived countless hostile forces during a high-speed chariot chase, and braved the depths of Babylon's sewers, but can you survive what looms ahead?

As previous adventures have proven, you are no stranger to feminine wiles; however, the following sequence of events proves to be a harsh reminder of just that.

City Gates

Begin your trek through the city by wall-running along the right wall and swinging from the torch to



the far ledge. Scoot left along the wall, and hop on the ledge above your head.

Continue moving left, and spring back into the air to the pole behind you. Whip your Daggertail out in midair, and swing over the gap to the building behind you.





Again, jump backward over the gap and use the pole behind you to swing to safety.



Walk down the incline into a room with a small pool of water. As you step in the water, your body

reacts. Steam forms on your skin, and your scars begin to glow with a radiant light.

As your body lifts into the air, the transformation from demon to human takes place. You land on your feet in Prince form.



Wade out of the pool and head down the stairs toward the burning doors; turn right. As you exit the building, a sand monster charges at you from the right; leap out of his attack range and land, prepared to deliver a deadly blow. Just as you are about to strike, three arrows scream by and pierce the beast's belly. Before you thank your savior, you drive your



dagger through his stomach and finish him off.

In a distant balcony you catch sight of your mysterious rescuer. It's Farah, the daughter of the Maharaja and

the woman with whom you once saved the kingdom and eventually fell in love. As you call out her name in astonishment, she stops and turns around. Surprised that you know her name (after all, according to her, you've never met), she asks how it is that you know her. You come up short with a lame story, but she saves you from a second sand monster and runs off.



Why doesn't Farah recognize you, and why do you know her? During the events of *Prince of Persia®: The Sands of Time*, the two of you spent lots of time together. So much time, in fact, that you were ready to take her as your bride.

However, as the action unfolded and you defeated the vizier, you rewound the entire sequence of events that led to you two ever meeting. By your adventure's end, the vizier lay defeated at your feet, your kingdom was saved from ever being infested by the Sands of Time, and you handed the Dagger of Time to Farah...a stranger.



Dash across the wall on the right, and use the springboard near its corner to pounce on the guards patrolling the nearby rooftop.

Land in their midst and immediately get to work on slashing them to pieces. If they get close to the edge, knock them off the side for an instant kill.



Climb atop the box pressed against the left wall and sprint across the wall to another springboard. Bounce off the board toward a dark archer on a perch to the right.

After killing the dark archer, lean over the perch's left handrail and launch yourself to the walkway behind you. Kill the dark guard and run down the hall.



Hop down from the walkway to another perch not far below. Against the wall ahead is a row of dagger plates leading left along the building. Wall-run up to the first dagger plate and stick it.

Move left along the wall from plate to plate; then wall-run to the building's corner and leap to a chain hanging from a wooden pillar. Slide down the chain and Speed Kill the patrols beneath you.



Walk onto the plank as it leads you over the building's edge, toward a chain. Snatch the chain and slide all the way down to the walkway below.



Slay the sand monsters guarding the walkway. Sneak around the building's edges, hugging the wall as you go, to Speed Kill your enemies.



Hop down to the floor below and take on the Sand Gate guards. Keep moving as you circle about the small enclosure and survive the waves of sand monsters.



After defeating all enemies, stab your blade into the Sand Gate and acquire your second time power: the Eye of the Storm.



Jump back on the walkways above the Sand Gate and shred through the throng of sand monsters infesting the halls. As you attack, keep the monsters

grouped in the hall. If they disperse, they can get behind you and quickly chop away at your health.



When the hallway is clear, wall-run up to the activation switch on the wall and open the door on the floor behind you.

As you hop down from the walkway, the door immediately slams shut, requiring you to activate the switch again. Immediately use your new time power

CHAPTER 8: AT BABYLON'S GATES

to slow down time and the speed at which the door closes. Hop down from the walkway and jet through the door.



Roll under the barred doorway and turn left. Against the wall is a save fountain. Use it and head into the niche nearby.



The walls in the niche are close enough together for you to wall-jump to the top. Begin your ascent by wall-running up a niche wall, then jump back and forth from wall to wall as you ascend higher and higher.

Stick the dagger plate at the top and wall-run left to the ledge. Follow the ledge to the wall at the end and climb the ladder attached to it.

The ladder leads you to a perch from which you can see a panorama of the entire city. Walk to the perch's edge and spot a sand monster on the roof below you.



Drop from the perch and Speed Kill the enemy below. On a rooftop close by, another sand monster awaits. Jump across the gap in the buildings and force the second monster off the building's side.



You climb atop a building nearby and catch up to Farah. As she is about to speed away, she catches a glimpse of the Dagger of Time. Instantly recognizing it, she asks how it came into your possession.

You tell her how you got it and reveal yourself as the Prince of Persia; then you invite her to join you in your quest. Being that she has a similar hate for the vizier, she accepts with one stipulation: that you keep up.



Sneak up on the two sand monsters on the roof to your left. Watch their patrol route before dropping down and attacking. When the two monsters separate, hop onto their roof and slice them from behind.

Approach the building on the left and run up its wall to a copper dagger plate. Use the plates along the burning wall to move across to the far building's balcony.



Land on the balcony and do away with the enemies guarding it. Watch out for the edge; if the fight gets too close, you could find yourself in a deadly free fall.



Leap over to the next rooftop and battle the sand monsters there. Use the pole in the roof's center to swing around and attack more than one enemy at a time.

After cleaning the rooftop of sand monsters, turn to the door behind you that Farah opens and sprint inside.



Walk out on the wooden beam just behind the door you passed through. Across the beam is a wall gap leading to the area below. Leap into the gap, turn around, and slide down.

On the wall opposite the gap's end is a dagger plate; jump out of the gap, stick the dagger plate, then look right. Wall-run right, to the hanging tapestry; ride it to the bottom floor.



You land in an alley below. Walk to the alley's end and scale the wall on the right.

At the top of the small building, use the right wall to run across a large gap to a hanging tapestry in the distance. As you reach the tapestry's end, jump backward to land on solid ground. If you wait too long, you fall into the abyss below.

Go through the passageway and turn left into a small enclosure with a niche. Walk into the niche and bound from wall to wall as you go up to a high ridge.



Follow the ridge left to a small piece of wood. Teeter out on the wood, and leap across to a balcony in front of you.



Go deeper into the balcony's building until you encounter a large pit. Wall-run along the left wall to cross the gap.

Follow the hall to its end and use the ladders to climb higher into the temple exterior.

Temple Exterior



Stepping out onto the wooden platform, you gasp at the now-ruined temple ahead. Its exterior was once adorned with stone relief sculpture. Its garden was once a beautiful oasis of greenery. Now it is laden with the bodies of the dead. A nearby statue that once stood proudly as a monument to Babylon's soldiers now stands a monument to the

kingdom's unwillingness to crumble under threat of capture.

As you peer over the railing, you see the transformed vizier, enveloped in a radiant glow as he floats, almost godlike, into the temple. You dart ahead, dagger in hand, ready to jump down from your perch and destroy the vizier. Behind you, Farah tells you to wait. Annoyed with her hesitation, you listen as she keeps you from rushing into certain death. After pointing out the lever that opens the temple door, you hop down from the perch.



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Draw your weapon as you land—sneaky chameleons wait. Watch for small, subtle fluctuations in the space around you. When you spot one, strike—it's a chameleon.

After you vanquish all your invisible foes, check the area in front of the temple doors for a secret chest. Smash it open for more Sand Credits, then run over to the large statue.



Check the support behind the statue. Hidden in the reeds is a dagger plate. Use it to grab the statue's little ridge, then shimmy right to the statue's front.

Line your back up with the large broken pillar behind you and jump over to it. Climb up the pillar to where it is broken, then rotate so your back is to the wall.



Leap backward to the dagger plate behind you and drive your blade into it. Wall-run right and spring off the board to the ledge nearby.

Pull yourself up from the railing. Look around the platform to spot a door behind you. Unfortunately, it's locked; you'll have to come back later. From the distance, Farah

aims her trusty bow and lets an arrow fly. It snaps a rope on the catwalk beneath you and drops a large bell onto the walkway.



Leap over to the walkway with the bell and destroy the chameleon guarding it.



You need the bell to climb into the room with the dagger switch. Grab the bell that Farah dropped and place it underneath the large hole in the wall.



When it's in place, hop on top of it and grab the lip of the hole above. Hoist yourself up, into the room, then wall-run up to the lever and bring it down.



After the door opens, Farah continues without you. Go back into the room and use the lever again; the door closed after you came out of the dagger switch room.



This time, trigger the Eye of the Storm immediately after using the lever. As time slows, hop down from the room, stand back on the bell, and wall-run back to the ledge

you came from. From the ledge, roll under the closing door into the next hallway.



The next corridor is a test in agility. The floor ahead has been destroyed, leaving only large gaps with small ledges jutting out of the walls.

Wall-run along the left wall to the ledge against the wall in front of you. Slide right along the ledge to the wall's corner. At the corner, jump backward across the gap to the dagger plate behind you.

Repeat this again to reach another dagger plate on the wall deeper into the corridor. From the second dagger plate, wall-run to the lip on the right wall and scoot to its end.

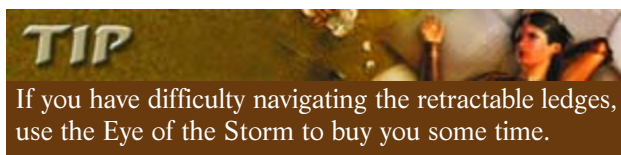


Prop yourself up with the third dagger plate, which is above your head. As you hang from it, leap back across the gap to the dagger switch behind you.



Activating the lever triggers a ledge underneath you. It pops out momentarily and eventually retracts back into the wall, so be quick. You have just enough time to navigate the ledge before it goes away.

Drop from the lever and grab on to the ledge you just triggered. Shimmy left as you hang from it and pass under a protrusion in the wall that would have blocked you had you been standing. After passing the protrusion, stand on the ledge and jump backward across the gap to another triggered ledge. Climb it, slide right, and grab the ridge above you.



Keep moving right along the ridge until you reach a small hole above your head. Grab it and use it to slide along the corner to your right.

Let go of the hole after you pass the corner, and drop onto a ledge beneath you. Jump away from the wall to the fourth, and final, dagger plate along the wall behind you.



Run left along the wall from the dagger plate, and jump before reaching the next corner. You land safely at the corridor's end. There is nowhere left to go but up.

Use the ledges along the walls to scale the large shaft leading to the floor above you. Jump away from the final ledge to catch the top floor's lip. Heave yourself up.

Upon getting on your feet, some hunter hounds attack you. Keep on the attack, and block when pinched by two or more hounds. If one is nearby and attempting to draw sand out of you, attack it right away; they are at their weakest when sucking sand.



After doing away with the hunter hounds, return to the area right of the hole from which you emerged. Hop on the stone slab pressed against the wall, and wall-run out into the circular wall ahead.



As you reach the peak of the wall's curve, just over the center of the large gap in the floor, leap away from the wall

and grab the pole sticking out. Gain momentum as you swing, and release at the height of your swing to fly toward the dagger switch in front of you.



Yanking down the lever raises a large stone platform in this area's far left corner. As you pull the lever down, you see the platform rise in the distance.



Run over to the new platform and climb it. Wall-run along the left wall to a small hole at the end. The hole leads to another wooden platform.

Again, wall-run along the next left wall to the interior of a circular tower. Just as you are about to run off the broken edge, leap out and grab the pole to your right.



Turn around while hanging on the pole to face the wall you just ran on. Swing and gain momentum, then jump *on top* of the wall.

Look left as you teeter on the wall, then bound left across the large gap in the floor. Just when you think you might not make it, you hit a small ledge attached to fragmented flooring.



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Climb the ledge and shimmy right to the floor piece where you can stand steadily. Use the dagger plate on the wall to hoist yourself up, then run left along the wall.

Jump out over the gap just before you hit the wall on the left. You fly across to a long piece of wood sticking out of the wall. Climb it, then jump left again toward the building.

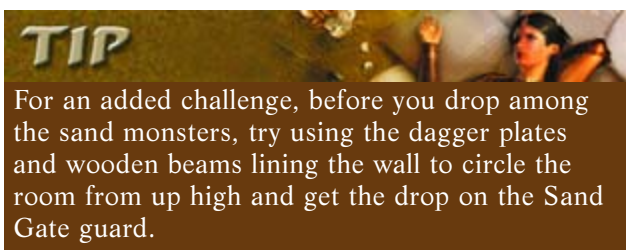


Drop down among the sand monsters and eliminate them quickly. Keep moving—the area is large enough—and use the walls to launch deadly attacks. When the coast is clear, use the Sand Gate and acquire another Sand Tank.



After gaining your new tank, walk over to the bell nearby and grab it. Pull it to the room's

far right corner by the small gathering of pottery. Set it flush against the wall and use the two dagger plates to reach the next area.



TIP For an added challenge, before you drop among the sand monsters, try using the dagger plates and wooden beams lining the wall to circle the room from up high and get the drop on the Sand Gate guard.

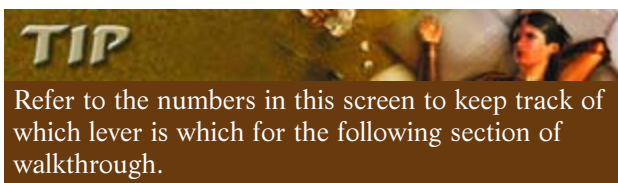


As you reach the top area, Farah greets you from a distant platform. You must work together to gain entrance into the temple. The area around you is surrounded by three large towers with platforms attached to them.



Rotate the platforms so Farah is within shooting distance of a bell inside a tower. After she shoots down the bell, you

can access the dagger switch and open the door to the next area.



TIP Explore the area to find three levers. Lever 1 is behind the rubble—jump across the bell tower gap to reach it. Lever 2 is located at the intersection of



all four paths on the floor. Lever 3 is at the edge of the first path, closest to the tower where Farah begins.



Jump across the tower bell gap to Lever 1 and activate it.

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Hop back down into the bell tower interior and use the first dagger plate to climb the interior wall. Wall-run right, using the plates along the wall to circle the tower's interior.

Continue running right until you reach the broken piece of the tower. Lift yourself up to the outside of the bell tower. This places you in the courtyard with Levers 2 and 3.



Activate Lever 2 to rotate the ledges closer to Farah.



Run over to Lever 3 and rotate it once. This moves the platform Farah is standing on. As Farah approaches the other tower platform, she begins to hurry you.



Clearly after seven years, the daughter of the Maharaja hasn't changed...which you end up accidentally saying aloud. She overhears you—nothing gets past her.



Rotate Lever 3 one more time to keep Farah moving along the temple towers. She nimbly hops from one to the other, nearing her target.

Leave Farah behind and dash back through the bell tower to Lever 1. Activate it and return to the open courtyard.



Farah hops across the next pair of platforms and is finally within visual range of the bell. Unfortunately, she can't get a clean shot at it. One more lever tug should do it.



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Run over to Lever 2 and rotate it *twice*. As soon as you lay hands on the lever, two hunter hounds emerge from a nearby ledge.

Release the lever and concentrate on defeating the hounds. Use the area around you to keep a comfortable cushion between you and the hounds and bait them into attempting their sand absorption on you. When they do, run over and drive your dagger into the roof of their mouths.



You finish rotating Lever 2, and Farah finally reaches her destination. With a clean line of sight, she lets the arrow fly.



It screams through a small hole in the bell tower and snaps the rope holding the aged bell. With a tremendous thud, the bell drops into the bell tower interior.



Run back to the bell tower and pull the bell over to the dagger switch on the wall opposite the tower. Yank it down, and Farah runs ahead into the temple interior.

The door the lever opened slams shut before you can go through it. Hop back over into the bell tower gap and use the dagger switch one more time.



This time, however, slow down time with the Eye of the Storm and hurry through the door before it shuts.



The first hallway in the temple's interior is also missing large sections of flooring. Edge out onto the left ledge as far as possible.

Jump to the dagger plate behind you on the opposite wall, then wall-run left to the hall's end.



Use the ledges and dagger plates to climb the large shaft at the hall's end and save your progress at the save fountain above.



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Temple



With the deadly hallway behind, you've reached the temple's interior. Use the dagger switch to open the door, and take the spiral staircase down, farther into the temple. Deep in the temple, you hear the

battle furiously raging. Men loyal to the Babylonian Empire courageously make their final stand.

From the safety of a small balcony, you view the floor below. Babylonian soldiers lie strewn across the room. The mutated vizier suddenly slaughters one more soldier in front of your very eyes. Like a plague of locusts, he destroys whatever is in his path and moves on. These men, these loyal men...*your* men, are dying.



Almost as if sensing your anger, your need for vengeance, your arm begins to pulsate. Light emanates from its scars, and the dark sands begin to swirl around you with increasing vigor.





Something all too familiar is happening. This time, however, it seems to happen more easily. Your mind struggles, your body succumbs, and eventually you become the Dark Prince.

network of wooden supports and stone columns. Leap to a lone wooden beam to your left and balance on its top.

Hang from the beam until the dark guard beneath you comes within Speed-Kill range. Drop down and decapitate him. Hunter hounds suddenly come rushing at you from the balcony's edge. Deal with them before they do serious damage to your Sand Tanks.



With your chain unleashed, give chase to the evil vizier. Hang over the balcony's edge and jump out into the open. As you fall, seemingly to your end, you find a wall's bottom ledge.

Drop down from the ledge and land on the beam beneath you. Below you, the darkness swallows a





Use the left wall to run over to a platform in the building's corner. From there, wall-run again on the wall to your left. As you approach the room's center, you gain a better view of a series of poles behind you.

Lash out with your chain and swing from pole to pole as you move across the room's center. You land on another platform on the room's opposite side.



Continue using the room's walls to run around the room's interior. This time, turn left on the platform. Run across the wall on your right and leap near the corner to a small beam protruding from the adjacent wall.

Leap from beam to beam until you are just above another dark guard. Wait for your senses to sharpen, then drop on him for the Speed Kill. Just as before, more hunter hounds join the fight. Slash at them with your dagger and save your Sand Tanks from further depletion.



The wall to the far left of your current platform has a small relief statue on it. Walk to the platform's edge, where the stone becomes wood, and whip your chain across the expanse.

Pull on the relief statue to extract a large stone support and open the door to the next section. Once the stone ledge is fully extended, dash to it across the wall to your right, climb the stone support, then wall-bound to the platform behind you.

TIP

Though you should have plenty of time to reach the stone support and wall-bound to the platform, the Eye of the Storm helps buy more time. The Sand Tank you expend on it is worth the insurance.

Go through the portal to the next section and hang from the ledge on the other side. Slide right along the ledge and whip your chain behind you to pull the relief sculpture from the wall.



Trigger the Eye of the Storm and leap backward to the stone support and quickly dash along the left wall before the support retracts.

Just as your wall-run is about to fall short, latch your chain onto the torches above to swing farther along the wall. Eventually you reach a springboard that sends you flying diagonally at a pillar close by. Jump again as you hit the springboard on the pillar to reach the next dark-guard infested platform.

You land on the platform squarely between two dark guards. As they stand their patrol, they are unaware of the danger that lurks behind them. Take advantage of their limited vision by Speed Killing each from behind.



No dark guard, however, is complete without his complement of hunter hounds. As both of your victimized guards turn to sand, hunter hounds leap at you from their sides. Reunite them with their masters before continuing.

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Jet left along the wall and swing from the torch near the ceiling. It sends you dashing farther along the temple wall toward the corner. Before crashing into the corner, bound away from the wall and latch your chain to a pole high above your head.

You fly to a rickety wooden stand precariously pressed against the far temple wall.



From the shifty planks, wall-run on the wall to your right until you reach the gap between the temple wall and the large imposing statue. As you reach the gap, you automatically tense and support yourself.

Scoot up the gap, then leap out and slash your chain ahead to swing to the next statue gap. Again, as you reach the gap, you press against both ends to keep yourself from falling.

Scoot down a little while supporting yourself in the gap. If you leap to the platform ahead from too high a level, you risk falling too fast and not catching the ledge. Once within safe distance, jump out of the slit and grab the platform's lip.



Hoist yourself up, and sprint across the right wall. On your way to a sturdy stone ledge, you pass underneath a stand patrolled by more dark guards.



The area above and behind you is guarded by three sand monsters—one on each side of the arch, and the third pacing back and forth between the two sides.

Wall-bound from your ledge to their area, and hang from the side as you watch the patrol. When he turns his back, jump up, and begin your first of three Speed Kills.



Rush along the right wall to a tapestry hanging on it. As the wall rounds to the tapestry, you see a pole behind you. Rappel down the tapestry and leap backward to the pole.

Swing from it to the tapestry on the opposite wall and “ride” it to the ground floor.

On the ground floor, you encounter a group of light-sensitive dark Reptus. Bait them into the radiant ring of light at the rooms' centers and whip them with your chain to dispatch them quickly.



Check behind the left column to get a treasure chest. Break it open for more Sand Credits.



and slow down the door as it shuts. Approach the first flight of steps along the right banister and roll past the spinning blade. Dash past the crushing blocks, roll past the second spinning blade, and sprint up the stairs before the door slams shut.

Run back to the niche in the room and stand on the floor switch. Quickly run across the small door that opens up, and find a second floor switch beyond the door. The second switch opens a door at the top of the stairs, but it also activates a series of booby traps along the steps.

Activate the Eye of the Storm to make the traps more manageable



faster, perhaps you could have saved your men's lives. Thoughts of vengeance also breed grief as the water you step in transforms you back into the prince.

As you approach the door, you hear the screams of the furious battle ahead. Your men are making their final stand against the vizier and appear to be losing. Just as you enter the room, the vizier steals away victoriously.

You, on the other hand, are defeated by time once again. Had you been a few steps quicker, a few seconds



The water makes each step a slippery one. Drain it by rotating the lever until the stone slab cuts off the water supply. With no more coming through, the remaining water pours into the central drain, leaving a drier surface on which to tread.

Unfortunately, before you can continue after the vizier, two speedy illusions

attack you. They dart to and fro, making a single strike nearly impossible to land. Slow down time and attack as they become more static targets. Use your chain to make sweeping attacks and hit both at a time if they are far apart.



Approach the corner wall to the lever's right and wall-bound the fragmented column behind you. Climb as high up the column as possible.

Rotate around the column and leap to the next one behind you. Again, climb as high as you can, then jump to the ledge behind you.

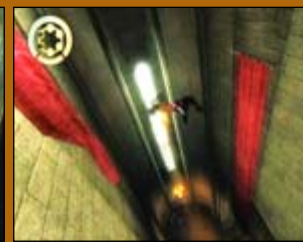


Line yourself underneath the pole above you, and wall-bound to it.

TWO THRONES: RISK VS. REWARD



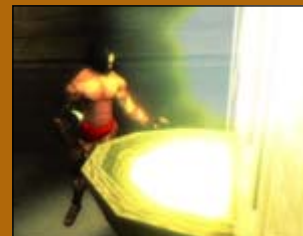
Once on the pole above the ledge, you have two options: climb higher along the poles to escape this room, or shimmy along the pole and swing into a hole in the wall hidden behind a flag.



Once inside the hole, wall-run to the tapestry hanging on the wall. Slide down the tapestry and leap back to a second piece of fabric before your first one ends.

Take the second tapestry to the hallway on the ground floor.

Run to the hall's end and drink from the magical fountain around the corner.



A drink later, you are magically transported to a bottomless hallway with seemingly endless obstacles hanging from the ceiling; this room requires a great deal of precise timing to survive.

Begin by wall-running along the left wall to a small springboard. Jump as you hit it to reach a second, then a third, and so on. Eventually, you navigate 10 springboards separated by rotating shredders before winding around the room and landing on a broken pillar hanging from the ceiling.



As you hold tight to the broken pillar, rotate around it and face your back to the spinning blade behind you. Wait for the blade to begin its roll *into* the sheath beneath it, then leap back, over the tucked-away blade to another pillar piece.

Do this three more times before reaching solid ground.



After getting past the spinning blades, walk toward the blinding light and claim your next health increase. Just as you came, you are zipped back to a safe area.

Backtrack along the hall to the part where you began. Look left to find a large step with a switch on it. Climb the step and tread on the switch to open the door leading back to the water-drainage area.



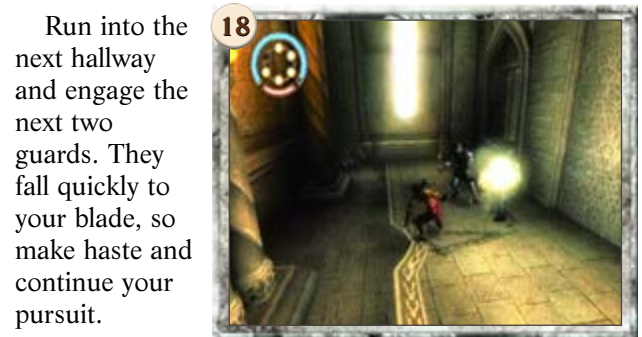
Back atop the pole, high above the drain, use the series of rods to climb higher toward the light.



Swing on the highest rod and gain considerable momentum. As you reach the height of your swing, release and fly toward the ledge above you.



A single dark guard paces around the ambulatory above. Wait for him to pass you by, then pull yourself up and Speed Kill him.



Run into the next hallway and engage the next two guards. They fall quickly to your blade, so make haste and continue your pursuit.



Run to the hall's end where you find another large gap leading lower into the temple. Hang on the other side of the railing and launch yourself to the tapestry behind you.

Jump to the second tapestry as you speed to the bottom and land safely on the floor. At the bottom floor, rotate the lever and run through the door at the hall's end. Dash across the next gap in the floor by running along the right wall to the gap's other side.



Scout deeper into the temple to find a ladder. Climb it and save at the fountain before entering the marketplace.

Marketplace



You emerge from the temple and leave the bodies of dead soldiers behind. Babylon's defenses may have crumbled, but the city still stands. Though it seems a daunting task, vengeance

must be set aside, for *you* are the city's final line of defense. Unfortunately for the city, you are preoccupied solely with seeking the end of the vizier.

As you exit the temple interior, a familiar voice beckons from the distance. It's Farah, and she bears bad news: all the troops are dead. The vizier flies toward the palace, and she is imprisoned. Surely there must be a switch that opens her prison door.



The left walkway beyond Farah's prison door leads to the broken end of the walkway where you can wall-run along the left wall. As you near the adjacent wall, leap to a small wooden gable.

Hang on the gable's edge and scoot around its perimeter. Once on the opposite side from where you landed, pull yourself up and soar over to the gap between the wall and the lattice behind you.



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Slide all the way down and wait as the dark guards patrol underneath. When one passes directly below you, drop down and Speed Kill him. Clash blades with the guards before activating the switches close by.



Grab the box at the alley's end and pull it over to the floor switch at the opposite end. The box's weight triggers the switch and opens the door to the next alley.

Run into the alley and follow it to the end. Run up the wall with the patterned archway to access the next area.



Walk out on the beam and creep to its very end. Beneath you stands a dark guard waiting to be killed. Speed Kill him immediately and then turn your attention to his comrades who are also patrolling the area.

Use the wall as a launching pad for deadly strikes with your dagger. Keep away from the fire, lest you get burned and

attacked at the same time. If the fight nears the pottery strewn about the area, roll away, since it will trip you.



Use the box by the burning wall to hop over the wall to the next alley. Pull the box directly across the alley you are in, to the wall with the arches.

Hop on the box, then climb the wall. Balance out on another piece of wood and leap forward to the dagger plate against the alley wall.



Scurry right along the wall to the springboard. From there, leap across the alley, over the guards' heads, to the other springboard against the alley wall. Jab your dagger into the second plate and support yourself over the alley's end.

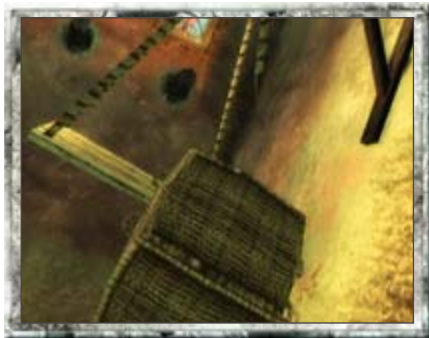
Drop behind the dark guard at the alley's end and stealthily Speed Kill him. Run up behind the second sentry and Speed Kill him as well.



Use the dagger switch at the alley's end to open Farah's gate.



Her door swings open and Farah rushes out. Through your uncanny connection with her, you relate your current predicament. In an alley surrounded by raging fires, broken pieces of the kingdom, and shadows of its former inhabitants, you are now trapped.



From up high, Farah offers to return the favor. She shoots an arrow with demon speed and strikes a pulley high above the alley floor. It nicks the taught rope just enough to snap it and send a sturdy box hurling toward the floor.



Grab the box and tow it over to one of the two large floor switches. When it's in place, run over to the second floor switch and stand on it.



Suddenly a door along the alley wall springs to life. Trigger Eye of the Storm and dash through before it slams shut on you.



Run to the passageway's end to a ladder leading high into a shaft. Climb the ladder and reach a dagger plate above you. Jump to the plate, then grab the nearby ledge to shimmy around the shaft's interior. When you are just under the lip of the ledge above you, grab it and hoist yourself up.



You stand high above the marketplace floor, while the vizier entrenches himself deeper behind the palace walls. Pick up the pursuit by running along the left wall to a springboard near the next building.

Jump from the board to the building off to the right. You hit the building with tremendous force and begin to free-fall to the market floor below. Just as you are about to plummet to certain death, you catch the lip of a ledge below you. Slink right along the edge and leap out to a dagger plate on the wall behind you.



Hurl yourself left along the market wall and hop out to a beam sticking out behind you. Balance on the beam, then jump out to the next beam along the wall.

Standing on the second beam, jump toward the wall across from you. On its surface sits another dagger plate. Stab it to stay high above the market.

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Navigating the next set of obstacles requires precise timing. If your timing isn't up to par, hope that you have enough sand in your tanks to Recall. From the dagger plate, run left on the wall.

Jump from the springboard as it sends you flying to the next springboard across the chasm below. Hit the next dagger plate, then launch yourself to the beam on your left. From there, leap to *another* dagger plate, just ahead on the wall across from you. Finally, wall-run left to the lip of the nearby ledge and to safety.



Walk to the hall's end to a save fountain. Take a drink to save your progress and replenish health.

After quenching your thirst, wall-run out from your perch and leap to the large squared column near the market center. You land on its tiled ledge and grab a hold for dear life.

Shimmy along the tiles as you head around the column's perimeter. On the other side, let go of the ledge and quickly strike your blade into a dagger plate to keep from falling to your death.



After sprinting to the next dagger plate along the column's surface, you spot Farah near a stack of boxes—she looks perplexed, as if stumped by an unsolvable problem.



You promise to help Farah past the boxes if she can keep from alerting the dark guards below. Hoist yourself up from the dagger plate and once again grab the tiled ledge. Follow it to the column's rear, where there's a wooden shaft jutting out into the open.

Pull yourself up onto the shaft and balance out to its end. Soar over the market floor to the wall gap ahead of you. Take the gap all the way down. As you suspend yourself over the market alley, watch for the opportunity to drop and Speed Kill the unsuspecting guard.



After you finish off the guard directly below you, take his weapon and drive it through the other sand monsters in the alley.



With the alley clear, wall-run up the alley wall and activate the dagger switch. As you weigh down the switch, a door opens at the alley's end. Activate the Eye of the Storm power and make a mad dash to the closing door.

Follow the next alleyway around to its opposite end, and climb the wall to jump over the archway.



Walk out on the beam and leap to the rods ahead. Keep your balance on the rods—if you so much as drop and hang from it, the Sand Gate guards spot you.

Drop amongst the guards and Speed Kill as many as possible. If the Sand Gate guard spots you before you slice him, prepare for a lengthy battle. Waves of reinforcements pour in one after the other. Once you emerge victorious, claim your Sand Credits from the Sand Gate.



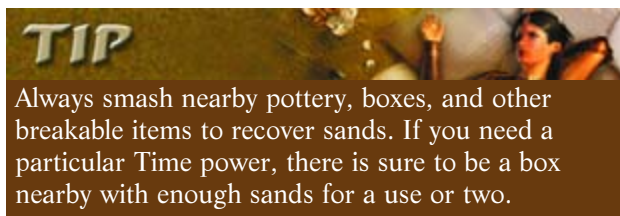
Walk to the stack of crates hidden in the alley wall. Grab the base box and pull it out into the alley. Clear the way behind you of pottery and obstacles if necessary.

As you pull, the crates above begin to teeter. Farah sees an opportunity and jumps atop the highest crate as it begins to drop. She nimbly balances along the falling boxes and leaps out to the wooden balcony ahead of her. With a firm grip on the ledge, she pulls herself up and hurries into the building.



Grab the bottom crate again, and drive it flush against the wall behind you. The crate provides just the boost needed to reach the dagger

switch on the wall. Use the switch to open the door out of the market, and use Eye of the Storm to slow down the door.



Always smash nearby pottery, boxes, and other breakable items to recover sands. If you need a particular Time power, there is sure to be a box nearby with enough sands for a use or two.



Climb the ladder at the end of the next hall to reach a large expanse in the floor ahead. Run along the wall and use the series of springboards to cross the gap.

You land on the other side and catch up with Farah. Sounds in the distance reveal more innocents being slaughtered at the vizier's hands. Farah, occupied with thoughts of rescue, presses you to accompany her in her efforts.



But you never asked to be a hero. Your mind is squarely set on finding and destroying the vizier. After all, isn't that worth more than rescuing a few? Upset with your stubborn dedication to revenge, Farah storms off. However, as you walk away, your thoughts of vengeance give way to concern. Farah cannot manage this alone. You turn to catch up and help her—to keep her from dying a needless death. Apparently the lives of a few, even one, do outweigh the need for revenge.



The Lupanard



Though the path ahead requires traversing through a brothel, it is far from a leisurely trip in search of “relaxation.” Your journey, fraught with peril and driven by vengeance, will suffer

its second encounter with one of the vizier’s sand-transformed generals.

On the left wall, dash across the large gap ahead; jump away from the wall as you approach the balcony. Grab the ledge, and shimmy left along the ridge. Pull yourself up onto the balcony and Speed Kill the lone dark archer.



Hop over the balcony railing and leap over the gap behind you. As you soar over the abyss, grab a wooden rod to keep from falling.

Balance atop the rod, then leap out over the gulf. This time, you reach a ridge along the wall opposite the balcony. Shuffle right along the wall until you are



CHAPTER 8: AT BABYLON'S GATES

over the next safe area. Release the ridge to land on stable ground.

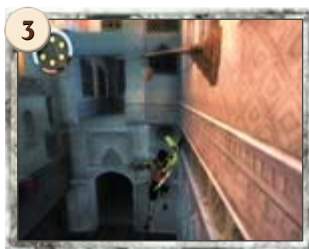


You reach the other side of your current balcony just in time to see Farah storming off deeper into the palace. Her footing is sure, and her speed is swift. You're gaining on her, but not quickly enough.



Further complicating things is the dull burning sensation in your arm. Slowly it begins to flare, until it is a full-blown attack. Like the vizier, you can feel the Sands gaining power. Only this is a war between the sand corruption and your body, and your body is losing. Each sand monster you

defeat, each sand cloud you absorb, each transformation you undergo, only strengthens the Sands' power over you.

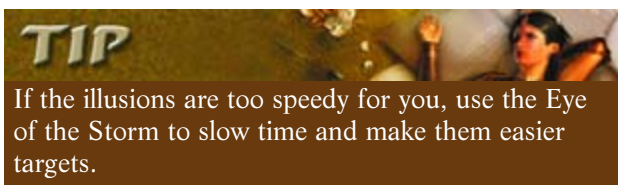


Hop over the balcony's handrail and leap out into the open. As you drop, lash out your chain and swing from the pole above you.

It sends you soaring across to another building. You hit the first ledge, but are unable to grab it; you fall to another ledge beneath you. Luckily, this one supports your weight well.



Let go of your ledge and fall to ground level. A pack of illusions charges at you from all sides. Whip them with your chain and turn them into sand clouds.



TIP

If the illusions are too speedy for you, use the Eye of the Storm to slow time and make them easier targets.

With no illusions to interfere, search the area for a treasure chest and claim your Sand Credits.



Jump up and grab the ledge to the right of the lamp against the wall. Climb to the next ledge and scoot right along the wall. Align yourself with the pole behind you and leap out.



Swing with your chain to the wooden beam behind the pole. Stand on the beam and steady yourself; it's a long way down should you fall.

After you have your balance, jump left to the next section of the building.



Inside the brothel, run up the wall and activate the wall switch to open the door to your right.



Roll under the door before it closes, then run into the large room ahead. As you stand on the room's second floor, you can see the area beneath you.

Hang off the banister and let go to catch the tapestry beneath you. Ride the tapestry down to the ground floor and eliminate the illusions waiting for you at the bottom.



Climb the support column under the balcony. Shimmy up the column and bound away from it toward the large square pillar in the room's center.



Climb up the pillar's ledges until you are at balcony height. Hop over to the balcony when the dark archer isn't watching, and Speed Kill him immediately.



Approach the balcony's missing handrail section and dash along the right wall to the second floor's hall. As you round the hall, you encounter more illusions. Whip them to sand pieces and continue.



Wall-run to the next balcony and turn right into the corridor. Sneak up on the unsuspecting dark archer, and wrap your chain around his gullet. Squeeze on the chain until his head pops off.



After absorbing the dark archer's sands, turn left and wall-bound up the small niche in the corridor. At the niche's top, hop over the handrail onto the next floor.



To the right of the next floor's corridor is a turn lever. Rotate it until a chandelier drops from the ceiling's center. Attached to the chandelier is a pole perfect for swinging.

Run to the wall, and run into the room's center. As you are about to pass the chandelier, jump out and swing from it to the corridor's next section.

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Round the corner left, and pass through the silk sheet hanging from the ceiling. Shred the lone dark archer guarding the corridor, and go through the doorway on the right.



Once atop the next section, sneak up on the two dark archers and Speed Kill them. Be quick after killing the first or you risk taking a few arrows.



You unknowingly hop over a window into a small room filled with water. The water rushes up your skin, covering your whole body. The Sands of Time in you react, as if fighting off the rush.

It's no use. The light from your scars dims, and the sands retreat into the recesses of your body. You are again the prince...for now.

Wade across the room to the opposite wall. Climb through the window into the next hall. Stop as you turn into the hall lest you be sliced by saw discs running back and forth along the floor.



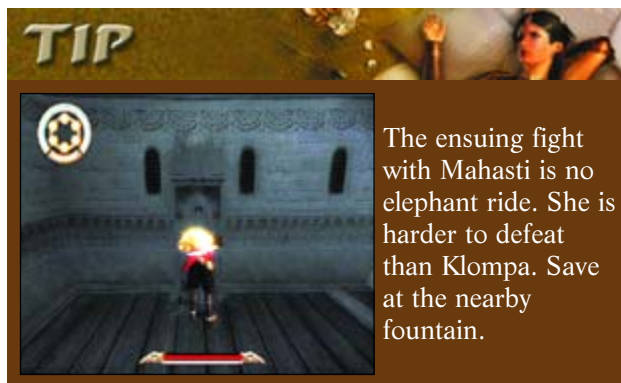
Wait until the discs are at the hall's edges and roll past them. The next booby trap is similar. Follow the pair of saws as they run toward the hall's end; move to the hall's other side as they return. At the hall's end, use the dagger plate and ledges to reach the next area.



You catch up to Farah as she prepares to charge farther ahead. Just as you prepare to apologize to Farah and concede that you were wrong in seeking only

vengeance, a stiletto flies by your head, cutting off the conversation.

Mahasti, the second of the vizier's mutated generals, stands above you and Farah on the next balcony. Farah quickly remarks that Mahasti is interrupting a conversation and will have to wait her turn, but Mahasti vanishes into the building behind her. You send Farah to free the rest of the prisoners while you attend to Mahasti.



TIP
The ensuing fight with Mahasti is no elephant ride. She is harder to defeat than Klompa. Save at the nearby fountain.

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The building's next section is comprised of four corner platforms. You can reach each platform via the other two corners on either side of it. You drop onto the first platform, and Mahasti leaps in from the opposite corner ready to attack.

Don't waste time. Before she lunges at you, spring forward with an attack. She will block, in which case you must respond in kind. Wait until she opens herself up for attack and let her feel the cold sharp edge of your blade.



Watch for Mahasti's powerful kicks. One solid blow can send you flying off the platform to the floor.



After a few exchanges between you and the evil sand monster, you lock your blades together in a battle of endurance. Rapidly tap your Attack button to drive Mahasti back.



Just as you force her back, your arm begins to glow. This is not the time to undergo a transformation! Or is it? Seizing the opportunity, Mahasti delivers a sturdy kick. The force of the blow drives you back into the wall and you land on one knee. Pieces of the wall behind you break off with the impact and get caught in the swirl of sands around you. You rise as the Dark Prince, angry, powerful, and ready for battle.



Before you can whip your chain around her, Mahasti senses a more powerful being and takes to the air. She lands on the diagonal platform from where you just fought.



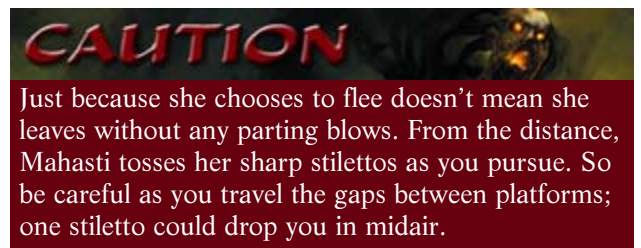
Give chase to the fleeing monster! Between Platform 1 and Platform 2 is a wooden beam. Leap out from your platform's edge and grab the beam. Hop to Platform 2 and swiftly decimate the lone illusion guarding it.

The illusion's sands fill your Health bar and replenish one Sand Tank. Wall-run to the Platform 3 and leap out to catch another beam. Balance yourself on the beam, and climb onto Mahasti's platform.

As you set foot on Mahasti's platform, trigger the Eye of the Storm. Mahasti is in no position to fight you, and she knows it. She jumps to the next platform when she sees you near.



While the Time power slows her down, use combination attacks with your dagger and chain to eat at her health. Just as the Eye of the Storm wears off, she escapes onto the farthest platform.



Just because she chooses to flee doesn't mean she leaves without any parting blows. From the distance, Mahasti tosses her sharp stilettos as you pursue. So be careful as you travel the gaps between platforms; one stiletto could drop you in midair.



Continue your pursuit from Platform 3, back to the Platform 1. Leap off the platform's left edge toward a pole. Swing on the pole and leap toward Platform 4 to kill another illusion.

Dash along the left wall to a small wooden ledge along the first platform's right wall. Hop on the ledge and climb up to meet Mahasti.

Resume your slow-motion ballet with Mahasti as you whittle down her Health bar. Be ready for her to escape, however, as soon as the Eye of the Storm wears off.



Don't relent in your pursuit of the cowardly sand monster; you eventually wear her down. You lock blades in a fierce test of endurance until you shift your weight

left, gain the advantage, and slam your shoulder into her torso.

Your shoulder meets her with such force that it knocks her off the platform. She falls to the floor below and meets with her destiny: to die a horrible death at the hands of a creature more powerful than her—you.



Mahasti lies dead below as her sands float up and into your body. Your infection festers, grows more powerful, and accelerates the inevitable transformation. Ironically, each victory over a sand monster secures your palace's safety—but at the cost of part of your humanity.

In the distance, Farah returns from having set the prisoners free. She stops and gasps when she first sees you. A sense of betrayal sweeps into her heart the same way the sand

corruption sweeps across your body. All attempts fail to convince her that the transformation, at least for now, is only physical. She defiantly draws her bow to attack, but cannot. She lets her arrow fly without a target and runs into the palace halls.



You must convince her that you did not intentionally lie. You chase her through the door and rappel down a tapestry. As you reach the tapestry's bottom, you land on a ledge. Edge around it to leap onto the stable flooring of the hall behind you. Alas, you find secure footing but not Farah. Where could she have gone?

IN THE HEART OF THE CITY

A Change of Heart

As you travel behind the city walls, you notice that everything has changed. Your body struggles with the impending corruption, and the landscape, too, grows darker. And your relationship with Farah has taken a turn for the worst. Unable to convince her that you are no sand monster (not completely yet, at least), she ran off scared. It seems even Farah has undergone a change—of heart.

SNIPPETS OF TIME

This is not the first time the prince's relationship with Farah has been in question, nor is it the first

time that one of them has had a change of heart. During the events of *Prince of Persia®: The Sands of Time*, as the prince was about to seal the Sands of Time into the magical hourglass, he was struck by a frightening thought: What if Farah was fooling him?

He wondered why she would trust him after his father had imprisoned her and looted her kingdom. In that moment's hesitation, the vizier seized the opportunity and attempted to kill the prince and Farah. Fortunately, the prince prevailed, and he and Farah survived the vizier's attack. By the adventure's end, the prince and Farah's relationship had been undone, and nothing was the same.





Upper City



Continue your pursuit of Farah. Your race is not against time but against Farah's swift pace and your dwindling health.

Use the ledges along the wall to keep from falling into the spiked pit. Shimmy around the bottom ledge and line your back with the middle of the hall behind you. Leap back and use your chain to swing toward a small wooden beam. Leap out from the beam and land on the next section of the hall; gather some Sands of Time from the surrounding pottery.



Run on the right wall to a springboard. Catapult from one springboard to another to a small ledge along the far wall.

Scoot right along the ledge and drop to the next one below you. Continue moving right until you can drop onto stable ground.



To cross the next chasm, wall-run on the left wall and latch your chain on the torch above. Swing to extend your wall-run to the next piece of solid ground.

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Run around the corner to a large open courtyard. You enter the patrolling grounds of a group of large, angry thralls. Draw them toward the pole in the courtyard's center and use chain attacks and pole combos to eradicate them.



Head to the courtyard's far left corner and wall-run up. As you reach the peak of your run, leap backward and chain-swing from the pole attached to the wall.

Land on the beam and balance atop it. Walk forward to reach the terrace.



Wall-run on the terrace's right wall. As you begin to fall during your run, whip out the chain and latch it to a torch on the wall. The swing propels you farther along the wall to a springboard.

When you hit the board, leap diagonally to the building on the left. Spring off a board again and soar over to a broken column. Just as you hit the column, you grab on.



Hanging from the column's edge, shimmy right to the other side. Line your back to the nearby wooden platform and jump across. Break the items on the platform and regain some health.

With a full Health bar, jump through the window and go inside the building. Walk down the lattice-wall hallway to the large open area.



From the hall's end, you get a bird's-eye view of the room. Poles line the walls, and chains hang from the ceiling. Begin your descent by dashing along the right wall and jumping to a pole behind you.

Swing from the pole until you reach a groove along the opposite wall. Slide right along the groove and line up with a second pole behind you. Leap off the wall and swing from the pole to a chain in the room's corner.

Slide down the chain until you reach its end. When the screen darkens, initiate a Speed Kill. You slacken your chain and noose it around your enemy's neck.

With a few sudden jerks, you sever his head.



Sneak up behind the other guard on the ground floor and eliminate him as well. Replenish your sands with his, then approach the switch on the wall to your left.

After hitting the switch, dark Reptus charge at you from the halls. Back up near the ring of light at the room's center and attack the Reptus when they balk under the light.



When the coast is clear, activate the wall switch again and trigger the Eye of the Storm. Run over to the now-open door along the wall containing the switch and dash through.



Charge down the city's next section, past the war-torn shops and buildings. A dark guard is at the alley's end; exact some revenge on him.

After you clean this section of the alley, turn left and approach the wooden wall blocking the path ahead. At the wall, break any clay pots on the floor and roll under the opening at the base of the wall.



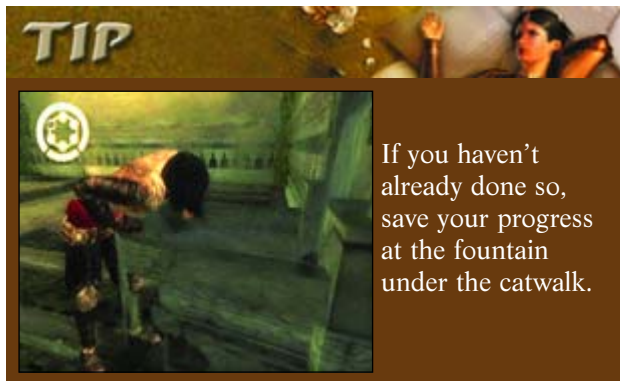
Continue down the abandoned street until you find a small opening on the wall to your left. Hop through and you land on a small puddle of water.

Suddenly the water takes effect and drives the Sands of Time into a dormant state—until they can once again wreak their havoc.



Climb atop the wooden structure in the room's left corner. Wall-run along the left wall and jump out toward the wooden catwalk on the right.

Hoist yourself up to the catwalk and run to the turn lever. Rotate it to close the shutters in the room and drop a small wall that blocked the wooden structure's path.



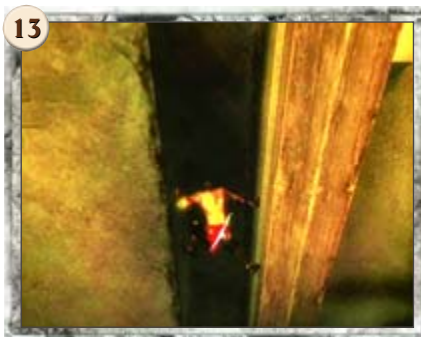
If you haven't already done so, save your progress at the fountain under the catwalk.



Drop to the ground floor and move the wooden contraption along its path. First move it right, then pull it down until it stops in front of the now-closed shutters.

Climb the contraption, and balance on its T-section. Walk to the end of the T, and jump off the shutters to a wooden structure above you.

Walk out to the beam's end, and leap out over the catwalk from earlier to a wall gap above it. Shuffle up, as you tense your limbs to support you in the gap.



Scoot up to the gap's top. Turn around and jump onto the wooden framework ahead. If you jump out unseen by the guards on the catwalk below, drop and Speed Kill them. Otherwise, engage them in battle and drive them off the catwalk.



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When the catwalk is yours, activate the turn lever to open a door beneath you. Run off the catwalk and fly toward the door. Though it seems as if you might fall back to the ground floor, you actually catch a lip and can climb up and through the door.



Run to the hall's end and sneak up on the lone sand monster. Kill him to continue.

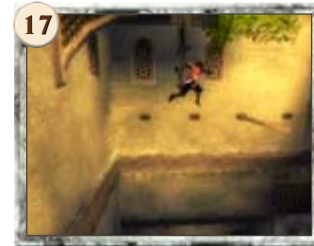
Dash on the right wall and use the series of springboards to travel between the buildings. After navigating all three springboards, you land on a small balcony. Go through the arch to catch up with Farah.



On the verge of storming off ahead, Farah stops when you call her name. Even though you have reverted to your normal self, she refuses to believe that you are not a true sand monster.



Perhaps you should have been honest with her from the beginning. For you, the memory of your previous relationship was enough to begin a new one based on trust. For her, you were nothing more than a stranger, a liar bent on revenge, fueled by anger, and tainted by the sands.



Don't let Farah run off without trying to convince her. Storm after her by dashing across the left wall. Jump as you reach the next wall to catch a nearby beam.

Hop on the beam and jump to the hanging chain to your left. Take the chain down and jump off. As you land, a group of dark Reptus attack. Coax them into the light, and finish them off.



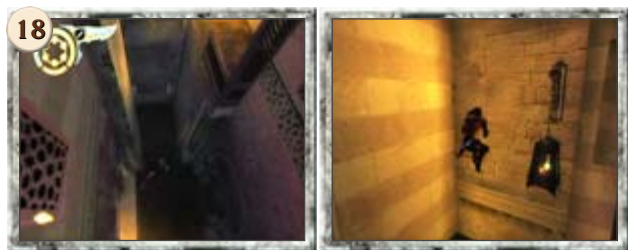
Search the dark corners in the area for a treasure chest before continuing. Smash it open and claim 10 sand credits.

Wall-run up to the switch on the northern wall. Activate it with your foot, and a door opens to the next area. Jet through the door and sneak up on the dark guard ahead.



Silently eliminate the first dark guard in the alley before rounding the corner and attacking the next. Grab the fallen guard's sword and launch it at the other guard by the fire. As the sword flies to its target, charge him to follow with a dagger to the chest.





Climb the ladder at the alley's end, then wall-bound up the alley walls to reach a small platform. From the platform, wall-run and bounce to a jutting beam behind you. Pull yourself up the wall from which the beam protrudes to gain a bird's-eye view of the Sand Gate.

Sprint across the left wall to another bar sticking out of the wall. Jump from the bar to the wooden platform in the area's corner.

Walk out along the platform's edge, and fall to the ridge below you. Let go to fall to another ridge, then shimmy left to another secure platform along the wall.



Slide right along the ridge until you are above a dark guard making his rounds. Drop and Speed Kill him from behind before he can make another round of patrols.



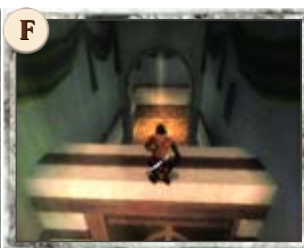
Use the surrounding walls and boards to circulate above the Sand Gate guard and his men. Drop near the Sand Gate guard and eliminate him first. If you let him activate the gate before you kill him, he calls in waves of backup.

After killing the Sand Gate guard, access the Sand Gate and learn a new

Time power: Winds of Sand. Afterward, wall-bound off the switch to open the door. Run into another series of halls in your pursuit of Farah.



Use the right wall to run out to a distant springboard. Bounce from one board to the other, until the second board launches you to a small ridge along the left wall.



In the hall, break the pots blocking the crate in the niche, then pull the crate out. Shuffle it over to the wall around the corner, then use it to climb over the wall and exit the hall into the gardens.

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City Garden



You've reached the exterior of the city garden, but you must scale a large shaft to enter. Climb on the large stone block in the corner and stick the dagger plate on the wall.

Dash left along the shaft wall and leap to another dagger plate. Hop up from the plate to the broken piece of wall above you, and slide right along the groove. When you have a hold of the garden platform, pull yourself up.



Stop by the fountain to the right and save the game.



After replenishing your health at the fountain, approach the platform's edge. Leap out and grab the



wooden beam on the wall, then swing to the dagger plate in front of you.

Wall-run to the right, and reach the next plate. As you hang from it, drop and stand on the ledge beneath you. Shimmy around the corner while on the ledge, then jump up to grab the lip above you.



Head left along the lip until it merges with a large circular column. Circle the column until you hang above a small beam, then drop on it.



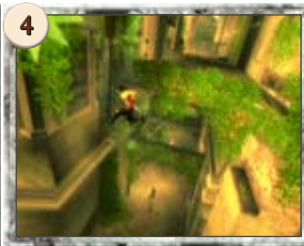
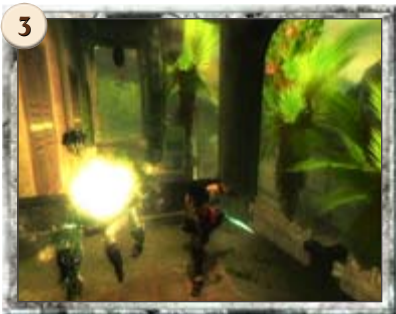
Walk to the beam's end, and jump out to another one at your front. Balance up the beam to the next column, then use the column's ledge to circle to its right. Climb on

the ledge, then backward to another piece of wood behind you.

Hidden among the ivy and the reeds above the plank is a dagger plate. Use it to sustain yourself up on the wall, then dash to the next plate on the right.

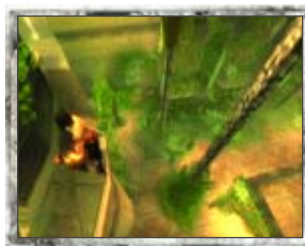


Dash right again, this time to a small ivy-covered platform. Grab the platform, and climb up. As the sand monster patrolling the area ahead passes you by, sneak up behind him and introduce him to your dagger.



Hop over the railing ahead, then jump out to another beam. Steady yourself on it, then jump to the next platform section.

Slide out along the left wall and drop to hang from the ivy-covered ridge. Shimmy out to the wall's corner, then drop to a ledge beneath you. From there, jump backward and grab on to the next large column.



Scoot right, along the column's lip, then stand on it to leap to a nearby palm tree. Rotate left around the tree until you are aligned with another tree.

Jump to the second tree, and drop for a Speed Kill on the enemy below. As you do, more guards rush at you. Dispatch them with your dagger. Use the palm trees as columns and perform column attacks to destroy them quickly.

After killing the sand monsters, run to the squared pillar and activate the dagger switch on it. As you pull it down, two wooden planks rotate along the large circular columns.



Run to the palm trees from which you descended, and take them to the last column on which you were. This time shimmy to its left side and drop on the plank that now just out beneath you.





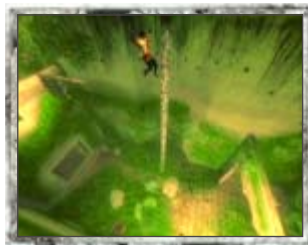
Walk out on the plank and soar to the plank on the opposite column. Grab the lip above you and shimmy to the column's opposite side.

After your back is to the wall behind the column, leap out and grab a hidden ridge amongst the greenery. Drop to the dagger plate below and stab it with your knife before you hit the floor. Drop from the plate to the ground beneath you to continue.



Walk toward the water below, and teeter out on the jutting piece of wood. Look right to find two more pieces of wood along the wall. Leap from beam to beam until you reach the corner ledge.

Scoot right on the ledge until your back lines up with the pole behind and above you. Jump backward to grab it, then turn and face the wall while you hang. Swing and wall-bound to the next pole, which sits above you. Repeat this swing-and-wall-bound process until you reach the wall's top.

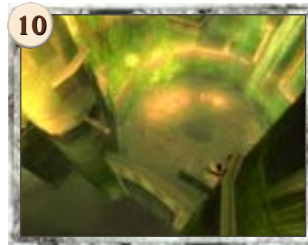


Climb over the wall and use the large palm tree to guide you to ground floor. Rush the Sand Gate guard to keep him from calling in reinforcements and decimate the enemy force. When the Sand Gate is yours to claim, you are one Sand Tank richer.



Use the dagger switch on the wall to create a set of supports to the next area. As you pull down the shutter, a shutter opens to create a traversable area along the wall, and two more beams rotate into place around a pair of circular columns.

Climb the palm tree you descended from and hop back on the wall across from it. Jump out from the wall to the open shutter on your way to the small arena ahead.



Jump to the next circular column and drop onto its beam. As you wobble above the water, jump out and catch the other beam attached to another column.

Climb onto the column's lip and circle around so your back is to the building's wall. Jump to the ridge along the wall and drop one more time to a second ridge beneath you.



Speed Kill the two sentries guarding the aisle over the arena. Be quick, however—one second too late and they can double-team you.

After felling your foes, wall-run along the left wall to the beam sticking out of the wall. Swing from it to the wall ahead and grab the ledge.



While standing on the ledge, slide right until you round the corner. After you are above the stable flooring hidden behind ivy-laden columns, drop and run to its end.

Before dropping to the arena floor, check behind that last column and crush open a chest. Inside are 10 Sand Credits. Claim them and drop to the arena.



Your feet touch the floor, and the walls around you tremble. Surely it wasn't you that set the garden astir. As you look around, a stone wall nearby is reduced to dust. From behind it emerges a large stone guardian.

Vines course around its body like muscle fibers. The stone acts as its bones and skeletal structure. Its fury is drawn from the Sands of Time the vizier used to give it life. This creature, though immense and powerful, was never meant to be! What has the vizier done?



Much like the overgrown Klompa, this beast relies on his awesome power more so than his speed—of which he has little. Furthermore, the vizier neglected to properly infuse the guardian's entire body with the sands and left his extremities weaker than his torso.

PRINCE OF PERSIA

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Scuttle past the giant's legs and brandish your weapon behind him. Slash at the abomination's legs until he drops to one knee.

CAUTION

Though the stone guardian is not as quick as other enemies, he is dangerous at close quarters. Keep on the move while slashing at his legs; it will take more than one flurry on his legs to bring him down.



Weakened by your fierce dagger attacks, the stone guardian can no longer stand on both legs. After he drops to one knee, rush behind him and climb up his back.

As you approach his head, your dagger flashes, indicating an opportunity for a critical strike. Take it! You drive the point of your dagger deep into his stone skull, rendering him your puppet.

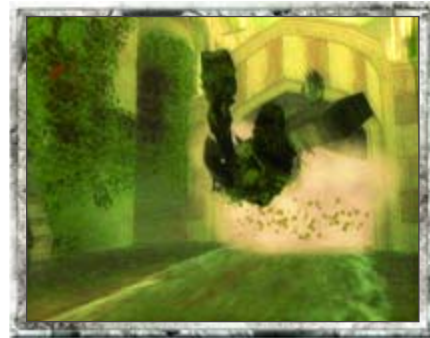


With your dagger dug deep into his control center, the stone guardian begins to charge about the arena. Guide him through the large wooden doors and down the twisted path ahead.

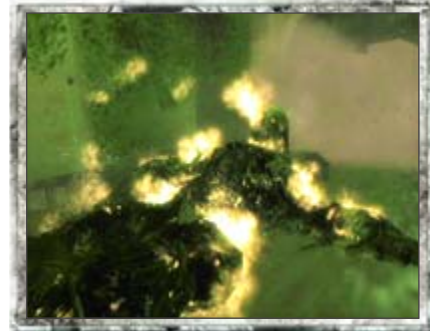
Keep the monster centered on the watery path as you guide him through the twists and turns. As you get deeper into the path, the large creature gains speed, so begin your turns earlier, lest you find yourself driving him into a stone wall.

TIP

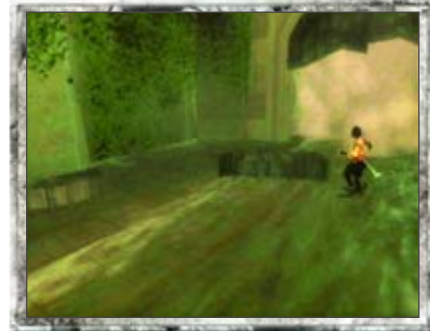
Refer to the map for details of the twists and turns along the stone guardian's path.



Your ride atop the stone creature comes to a screeching halt as the two of you careen into a large wooden pair of doors.



Your keen athleticism allows you to jump off his head as he hits the doors. You land on the floor as the door behind you crumbles. You escape with naught but a scratch.



Climb the ladder at the path's end to reach the city garden's exit.

TWO THRONES: RISK VS. REWARD



If you're not ready to leave the lush garden behind, there is one adventure to be had here. Rather than turning left after saving at the fountain, look right to the pottery on the floor.

Smash the pottery to expose a small gap behind it. Roll under the gap and begin your journey down the hall. Crawl out on the ledge, and hop down to the lip.



Drop onto the floor, then continue down the hall toward the next large gap. Again, use the ledge to walk into the open expanse.

Hop onto the ladder behind you and climb to its end. Leap off to the floor behind you, then run to the secret fountain.



You are suddenly transported into a booby-trapped hall. Begin your dash to the life upgrade by rolling past the rotating shredders and the spiked floor.

Next is a large gaping hole in the floor blocked by circulating saw discs. Wait for them to retreat into the wall, then wall-run past them and over the hole.



You encounter one more set of rotating shredders deeper in the hall. Get your timing and roll past them. After that, pass one more saw disc, and turn the corner to the glowing light.

Enter the light and wake up by the broken secret fountain with a health increase. Head back to the hole in the wall from which you came to resume your journey.



After saving your progress at the fountain atop the ladder, turn left to continue your adventure.

Climb on the stone slab in the next shaft and wall-jump up. Walk to the right wall and run across it, to a far ledge.



Scoot left along the ledge and jump backward to the ladder behind you. Take the ladder down and hop on another ledge against the wall.



Shimmy right along the ledge, and leap out toward the bar behind you. Swing on it and hop over to the floor ahead.

Upper City Rooftops



You leave the gardens behind as you hit the upper-city rooftops. Before you hit the roofs, sneak up on the sand monster outside the garden walls. Slice him to pieces to clear your path.

When he is down, grab the box in the corner and shove it against the right wall, along your perch's edge.



With the box pressed against the wall, climb on top of it, and wall-run past the watery pool below. After passing under the waterfall on your right, jump left to begin a series of wall-bounds.

Bound to a grassy platform and eliminate the sand monster on top. Use the wall around you to launch fierce attacks, but be careful not to launch yourself into the watery pit.





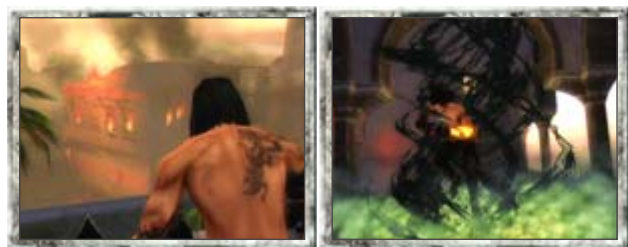
Now that the platform is all yours, run up the right wall and trigger a wall switch. This drops a large wooden barrier along the left wall over the water pit you crossed.

Dash across the wall, over the wooden barrier, and use a springboard near the wall's corner to reach a series of ridges on a nearby building.



Climb the wall's ledges until your back is facing a small wooden gable. Bound backward to the gable, and begin another series of wall-bounds until you reach the gable's top.

From its top, run across the wall to another springboard; it launches you to another springboard and eventually to the safety of a distant balcony.



After crossing the balcony's archways, you can see your city from up high. Fires rage in the distance, and the city streets are in turmoil. People scream in terror as their city—your city—is ripped to pieces.

As you stand there above the burning cityscape, your arm reacts. Could it be reacting to your anger? Perhaps it was coincidence, but your body begins to transform into a weapon of vengeance. Your skin burns like the city, and just like your city, it has no way to defend itself.



When the transformation into the Dark Prince is complete, run down the hall to your right to an open tower. At the tower's center is a chain leading to the bottom floor of the tower.

Slide down the chain and sneak out of the tower. One thrall patrols outside the tower. Slink up behind him and wrap your chain around his neck. After his head pops off, two large hunter hounds charge you from the ledge; whip them to death before they wreak havoc on your Sand Tanks.



Check the wall behind you for a dagger switch. Run up the wall and activate it. This closes a set of shutters, allowing you to now run across the wall to your right.

Dash along the wall, past the first shutter, and latch your chain on the torch above you. Swing past the second shutter, to a red tapestry hanging by the wall's corner.



Ride the tapestry down the wall and fly backward toward a pole behind you. Chain-swing from the pole to another ahead and launch yourself to the platform across from the tapestry.

The platform is infested with sand creatures. Get to work with your chain and slash at them with your dagger. Use the walls around you to spring attacks on them and whip your chain about to fight many enemies at once.



After clearing the area of all enemies, check the corner walls for another dagger switch. Activate it to make another series of shutters close on the wall behind you. Hop down from the dagger switch and dash across the wall. As you cross the wooden blinds, swing from the torch above to extend your wall-run.

After crossing both sets of shutters, leap on the series of springboards as they lead you around the building's corner. Time your jumps correctly, because if you don't, using Recall to undo a fall will throw off your timing even more—you'd start again while in mid-motion.

Engage the enemy on the platform on which you land. They are strong and relentless, so meet their attacks with equal force. Perform fast combinations and use the area around you to stay mobile.



Charge down the building as you wall-run on the right wall. You hit a row of springboards, lined up along the parallel walls of the city's buildings. Keep your timing solid; after the second or third board, the power of Recall gets tricky.

After bounding off the third board, you fly to the right. Swipe your chain at a pole above you to swing across to another balcony.



Land on the balcony with your chain ready. Whip the hunter hounds and thrall and absorb their sands. Because your sands dwindle over time, concentrate on one at a time to keep a steady stream of sands replenishing your health.

After demolishing your enemies, use the left wall to run to another balcony.



Activate the dagger switch in the corner to raise a few wooden blinds on the wall you ran across. Turn back and climb the beam sticking out of the wall.

Hop from the beam to the wooden shutter, then run along to the opposite balcony—the one where you most recently defeated a group of sand monsters.



The balcony wall now has an open shutter. Wall-bound from the left corner wall, backward onto the wooden shutter behind you. Run on it and jump out toward a flagpole on the wall.

Swing from one flagpole to another as you move along the city walls. Keep swinging until you land on a small tiled platform.



Scoot out on the left wall's ridge. At the ridge's end, whip out your chain and grab the stone slab behind you. Pull it out and slow time. After the Eye of the Storm is in effect, leap backward onto the stone.

Wall-run away from the stone, and grab on to a ladder hanging from the wall's end. Slide down the ladder, and again, whip out your chain behind you to pull out another stone slab.



Jump from the ladder out to the stone slab, and wall-run on the wall to your right. As you near the next wall, jump out to a small platform on the left.

The platform is flooded with water, which causes your body to react. Water swirls around you, creating a vortex that lifts you into the air. You fall on the floor a cleansed prince—for the time being.



Climb onto the next walkway and hang on the railing's other side. Leap backward to a plank behind you and swing around on it. Swing from rod to rod until you reach a beam.

Balance on the beam and hop out to a hanging chain in front of you. Slide all the way down and start your killing frenzy with a Speed Kill on the guard beneath the chain.

Drop from the chain and attack the Sand Gate guard. Because the area around the Sand Gate is open, toss him as far away from it as possible to keep him from calling in reinforcements.



When the bottom floor is clear, wall-run to the raised area and kill the lone sand monster guarding the area. Dispatch him or toss him on to the ground floor while you search the corner for a treasure chest.



After collecting your Sand Credits from the treasure chest, hop down from the raised area (kill the sand monster if you tossed him down), collect the Sand Credits from the Sand Gate, and run to the ground floor's far left corner. Go through the archway and hop over the large stone blockade to enter the workshop's entrance corridor.

Workshop



The workshop was once one of Babylon's greatest producers of statues and monuments. Now it is the source of the outlying fires spreading about the city's streets. You hear more cries for help from within the burning building. Can there be more prisoners?

Before you enter the workshop to find out, slow time to get past the rows of crushing stones. As time slows the stones, hop on top of them, leap, and roll past them as they slam into each other.

NOTE

For a true test of your mettle, try to survive the crushing stone hall without using the Eye of the Storm. After all, you still have Recall.



Beyond the crushing stone hall is another small section of hall (trap-free). Go through it to a small room containing a fountain and a dagger switch.

Drink from the fountain to save and replenish health, then use the switch on the wall. The door to the switch's right opens, granting you access to the workshop.





Upon entering the inferno, the door slams shut behind you. It's a trap! Fires rage in every corner of the room while any semblance of the workshop is hidden behind the walls of smoke.



In a balcony above, one of the dastardly twins taunts you. You're in a burning building with no way out. And after the twin runs off, satisfied and convinced of your impending doom, the nasty voice in your head joins in the torment. The Dark Prince's cynicism is nothing compared to your resolve.

In a flash of brilliance it dawns on you: to free the captives, drive your father's large monument at the workshop's end through the barred doors on its opposite wall. Let your father be the one to set them free; he is a much better hero than you, anyhow.

Run down to the monument and go up the column to its left. Rotate so your back is to the rafters behind you, and leap out to land on them. From the rafter, wall-bound to the rod above you.





While hanging on the rod, turn and face the wall from which you bounded. Shimmy left along the rod until you are hanging from one of the rafter pieces. Pull yourself up on the rafter and wall-run along the left wall to the next platform.

Turn right to face your father's monument, and sprint across the left wall to a gap between the monument's back and the wall behind it. As you reach it, you prop yourself up with your arms and legs.



Jump away from the gap and land on the scaffold beneath you. Wall-run on the right wall, and jump to the right, onto another piece of wood.

Walk right, and hop down from the platform onto the one beneath it. Turn left and round the corner to a large gap with fire raging in its pit.



Run out on the left wall, and wall-bound up the gap. At the gap's top left is a small ridge from which to hang. Slide left as you hang from the ridge and align yourself with a beam behind you.



Leap out to the beam and heave yourself up. Do a balancing act, and soar over to the platform on your left with the turn lever at its center.

On the platform is a turn lever; on the platform's left wall is a dagger switch. The lever changes the direction of the arrow above the dagger switch, which dictates what the statue does: If you activate the dagger switch while the arrow points forward, your father's statue moves forward. If you turn the lever and change the arrow's direction, the dagger switch makes the statue move backward.



Climb the ladder attached to the platform, and run right along the catwalk to reach an identical platform on the room's opposite side.

The turn lever changes the direction of the circular arrow above the dagger switch—which indicates the statue's rotation rather than linear movement—and the dagger switch activates the statue's movement.



Your task is to navigate the statue from one end of the room to the other, bypassing the statue's obstacles—which is the room itself—using these two sets of levers and switches.

Move the statue forward one time, then run across the catwalk and rotate it clockwise twice. The statue should now be facing backward.



Move the statue forward two more times, and rotate it clockwise once. The statue should now be facing right.



Rotate the linear arrow's direction with the turn lever, and activate the dagger switch to move the statue backward one time.

Then rotate it clockwise one more time so it faces forward again; run to the linear arrow, change its direction, and move the statue forward one time.



Turn the statue clockwise once and move it forward. Run to the circular arrow switch, rotate the statue counterclockwise once and move it forward one last time.

TIP

For quick reference, follow these instructions:

1. Forward 1x	7. Forward 1x
2. Clockwise 2x	8. Clockwise 1x
3. Forward 2x	9. Forward 1x
4. Clockwise 1x	10. Counterclockwise 1x
5. Backward 1x	11. Forward 1x
6. Clockwise 1x	

Your father's monument tumbles the workshop walls as people flood out onto the city streets. They escape the burning building as the flames extend outside its walls and lick the building exterior.



As you help shepherd your people to safety, the mystic rushes out from within the crowd. He was one of the twins' prisoners too! Slowly approaching you as the crowd begins to part, he tells the appreciative escapees that their savior is none other than their prince. As he does, however, the twins carve a path through the people with their chariot. Without a second to waste, you jump on another carriage and give chase.



PRINCE OF PERSIA THE TWO THRONES

Twin Chase



You begin your chase on the city streets leading to the palace. You chariot careens left and right, pulled by your powerful steeds. Steering the chariot proves to be a test in strength and endurance.



After you clear a small section of the entrance, a sand monster runs ahead of you in an attempt to intercept. Let him grab a hold of the chariot, then strike him down with your blade.



Steer the chariot between the streets as more dark guards flank you. Whip the horses to gain a burst of speed, and slash at the monsters when they attack.

Stay as close to the middle of the road as possible and avoid oversteering. After you bat the sand monsters off the chariot, they trail behind as you drag them along the dirt roads.

Stay close to the street's center and anticipate your swerving along the road. If you clip a building along the street or a pile of rubble on the roadside, the chariot bounces before it settles back down with both wheels.



After passing through the first archway, veer to the right a little to align yourself with an upcoming jump. Don't veer too far right or you risk smashing into the wall in midair.



The jump clears you over a sizable gap. The chariot lands and shakes, but settles back into its speedy pace. After landing the jump, you come upon a large drop.

CHAPTER 9: IN THE HEART OF THE CITY



You speed through a waterfall and land inside a cave. Another chariot meets you from the right. A dark guard joins the chase and attempts to slam you into the left wall.

Lean into him enough to keep him on a slow and steady veer to the right. As you both battle for position, a slight turn in the tunnel blocks your opponent's path. Steer him into it to bash him and his chariot into sand and splinters.



Deeper into the caves are two holes in the ground. After a few slight twists in the cave, you come across the first large hole with a single bridgelike strip of land reaching to the other side.



Align the chariot to the center, and scream past the hole. Veer right and stay close to the right wall to avoid the second deadly hole.



After passing through a small gap in the cave walls, you spot a fork in the road ahead. However, the fork is not the problem—the hole in the road before it is.



Choose a side when you see the split and commit to it. If you are undecided by the time you reach the hole, you will smash into the split in the fork.

TIP

Stick to the left split in the road. It offers the best line coming out of the gap in the cave walls.



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You exit the cave and merge with the road leading to the palace. Stay centered to avoid fallen debris from the walls around you.

Steer straight through the wooden bridge to get closer to the palace entrance.



Ahead are more jumps to clear. However, on the other end of the jumps are openings in the wall that make deviating from the path difficult. Surviving these jumps is like threading a needle.

As you approach the ramps, line the chariot with the openings to ensure you land in them rather than on the wall next to them. Clear three of these jumps, and you're done with them.



Stay clear of the walls as you veer left and right along the path. A dark guard driving a chariot swerves into you from the right.



The force of his impact sends you careening into the left lane and past a small planter that divides the street into two lanes. His chariot bounces off of yours and swerves to the right.



Your path sends you through a closed wooden door. However, you're going so fast that you leave the door in splinters as you pass.

In and out of tunnels, the light breaks through for only seconds at a time. Images are only flashes of color. Ahead you see a break in the road. On the right is a makeshift wall; to the left is a small ramp. Steer left and clear the ramp.



Speed along the palace road as you hit an angled jump. Take the jump from the left as you steer to the right. At the peak of the jump, you fly over a small hole in the ground.

When you land, the dark guard that slammed you into the tunnels shoots out of a tunnel ahead. Rather than blast through a wooden door, though, he collides with a stone wall at full speed.



Streak past the fallen sand monster and past a waterfall on your right. Stay on the path and be steady. If you drift too much in either direction, you end up in the water.

As you emerge from the waterfall area, you enter a tunnel. It is lined on both sides with spiked balls, leaving a small sliver

CHAPTER 9: IN THE HEART OF THE CITY

of unimpeded pathway in the center. Stay close to the center, and fight off the guards who pop out from behind the obstructions.



You exit the tunnel at top speed, with sand monsters on your tail and some even hanging off of it. Steer straight, and pass a large gateway that leads into a part of the road that has steps. Don't deviate from the road's center, and the small drops will be easy to navigate.



One more set of obstacles to pass, and you are closer to the palace entrance. As you come out of a series of small swerves in the road, you see a planter ahead.

Steer clear of it and drift into the middle of the road to avoid a few more protruding planters that flank the streets.



The road ahead is clear, and you have safe passage into the palace walls. The twins, however, aren't ready to welcome you. They approach you from behind in another chariot, ready to slam you to bits.



As they pull up next to your chariot, you steady your horses, pull the opposing chariot to you, and shift your weight toward it. Steady yourself on the edge of the chariot. Just the lions pounce on their prey, you jump off your chariot, and tackle the twin in the car next to you. You both fly into a wall, smashing it to pieces.



You tumble into a room with a large circular arena; perfect for a one-on-one fight. As you stand up, ready to take on the twin, you receive a powerful kick to your lower back. Perhaps the arena is perfect for a one-on-two fight.



The twins circle around you as you stand in a defensive stance. One has a sword; the other has an axe. Suddenly the sword-wielding twin sparks a flame that surrounds the arena. The only way out of this is through them.



Focus your attacks on the twin with the sword. Slash at him, and drive him to the ring's edge. He blocks every attack, but your assault invites the twin with the axe to come at you.

As the axe-wielding twin lifts his axe behind you, roll out of the way so that his attack lodges the axe's blade into the ground.

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As he attempts to pull out his weapon, run up behind him and attack. Don't stop until he either dislodges his weapon or his brother comes up behind you.



Repeat this one more time. Attack the sword twin, then rush the axe twin when his weapon misses and gets stuck. Back off after he regains control of his weapon, and turn your attention to his sword-wielding brother.



The axe-toting monster lodges his axe one more time, allowing you to Speed Kill both brothers to finish them.

After the axe is free, recommence your assault on the sword twin. The axe-carrying twin swipes at you as you repel his brother.

Roll out of the way so that his axe's blade falls on empty ground. This time, run up behind him and initiate a Speed Kill.

Plunge your blade into his back as you evade his axe strike. You sense an opportunity behind you, so you flip into the air toward the sword-carrying twin.



Stick your dagger into his torso as he lifts his sword to swipe at your head. As both twins reel back, pounce and calculate your next attack.



Your final Speed Kill sends the axe twin reeling into his brother. Somehow, their sands collide and they become one. Having always gained strength from their union, the lone sand monster is enraged.



He sprints forward to attack and leaps into the air, his weapon held high. An unknown force drives the monster back. His axe lands next to you. The unknown force was an arrow, shot from behind you. Farah felled the monster and, once again, saved your hide. Before more monsters arrive, the two of you dash ahead toward the palace.



BATTLE FOR THE THRONES

Villains of the Body and Mind



You exit the burning arena and dash into the palace courtyard. As you walk out, the night seems still. Something is not right, however. The night is too quiet, given recent events.

Where are the dark guards? Where are the dark archers patrolling the roofs above the courtyard? Suddenly, you feel the ground tremble. You tell Farah to quicken her pace; a sand army marches on the palace grounds. As you run, the army swarms around you and blocks your exit. All seems to be lost until you hear the cries of an old man.



The mystic has amassed an army of his own. Babylon's grateful citizens are gathered at the palace steps, ready to defend their prince. The old man's rallying cries fuel the masses, as they raise their makeshift weapons in show of resistance.

Tension mounts as both armies form a front line. Warriors on both sides crash their weapons together in fierce shows of strength and thirst for the other's blood. The lines step forward, then charge. Suddenly the two armies are one giant mass of steel, sand, and man.



Amidst the blood and sand, you manage to find the old man. Though battle rages around him like a wildfire, he stands calm and collected at its center.

You meet him at the battle's core to warn him of impending failure, for not even this iron-willed army can stop the sand monsters. The old man knows he can't stop them, but he can slow them down long enough for you to finish the job. He hurries you off to meet the vizier and to end everything once and for all.

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Palace Entrance



After you and Farah enter the palace gates, they slam shut behind you. Farah gets slightly ahead and is separated from you when the door between you shuts.

Just as it does, the sands coursing through your body begin to take over. You suffer uncontrollable spasms in your arm and other muscles. Finally, after everything around you has settled down, you stand as the Dark Prince.



A sizable group of sand monsters guards the door to Farah. Enchantresses and thralls fill the room you are in and impede your progress.

Take them out with large sweeping attacks with your chain. If you have enough Sand Tanks, use the Winds of Sand to fell your foes. Once they are dead, head through the now-open door ahead.





Run up to the next wall, just ahead, and wall-run up its right side. Grab a hold of the railing and hop over. As you walk into the next room, you step into a small pool of water.

In less than a second, your body reacts and is cleansed of the sands' taint. Once again, the Dark Prince shall remain dormant until he manages to reemerge.



Wade over to the wall across from you. Wall-run up the wall and hop over the handrail to find a save fountain. Save your progress and make a right down the hall.



At the corridor's end is a balcony. Over the balcony, on the floor below, is Farah. She stands at the base of a lift, marveling at the wonder. Though she has only heard of these "lifts," she has never seen one up close.



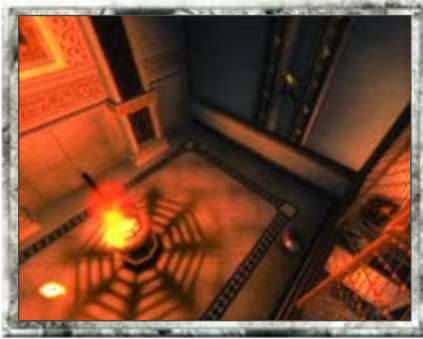
It stretches up to the palace's top floors. However, it lacks the power to carry you up. She climbs in as you promise to find a way to power it.



Before setting out to activate the machine, check the corner behind you for a treasure chest; its contents add to your purse.

After pocketing the credits, walk back to the balcony and sprint across the right wall. Near its end is a springboard that helps you reach a distant ledge.





Jump away from the ledge, to a wall gap behind you. Shimmy up the gap, to its very top, and turn around to face a balcony with a turn lever on it.

Soar over to the balcony, and rotate the lever to open a door directly behind you. Go through it.

Walk down the corridor to your left to a hole in the mesh wall. Opposite the hole is a tapestry that leads you down to the elevator's side.

Take a running leap through the mesh's hole and use your dagger to travel down the tapestry. Near its end, leap backward onto a small ledge and grab on. Shimmy left along the ledge until you round the wall's corner and reach a niche in the oversized elevator shaft.



Use the wall's ledges to climb the niche's bottom half. From there, wall-bound up to the railing of the platform above you.

Two dark guards wait for you on the platform, so shimmy around the railing until you are facing only one guard; hop over to attack. If you approach both at the same time, you risk being tossed over the railing to the ground floor.



After defeating both dark guards, walk to the platform's end where the railing fails to meet the wall. Wall-run between the gap out onto the protruding section of wall, and leap out when you reach the wall's middle.

Swing from one pole to another, then leap out to a dagger plate just ahead. From the plate, dash right along the wall to another balcony.



Walk to the balcony's end, and hang over the railing with your back to the wall. Jump out to the dagger plate behind you and stick it.

Look right and spot a platform, popping in and out of the lift's center section. Just before it pops out, dash along the wall to it, and reach it just as it finishes coming out. Quickly wall-run up the wooden wall to the right, and wall-bound up to a dagger plate on the opposite wall.

Launch yourself right and wall-run to the building's corner. Just before you reach the next wall, leap right, and out to a pole. Grab the pole and hang from it.

Pull yourself up, and hop along the series of rods to the balcony ahead. Prepare for a battle when you land—the balcony is inhabited by two enchantresses. Kill them as you would any other sand monster.



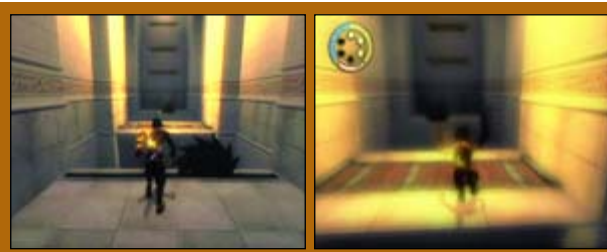
On this balcony is a turn lever; rotate it to open the door to the next hall, or....

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Just outside the balcony rail is a wall with three dagger plates running up its side. Hop out onto the balcony's rail, and leap out to catch the first plate. Hop up all three plates, and wall-bound away from the last plate to reach a wall switch just above the row of dagger plates.

After hitting the switch, you begin to fall back down. Immediately stick the plates beneath you and hop backward onto the balcony behind you. Turn left and run through the now-open door.



Run down the empty hallway to the magic fountain at the end. Take a drink to transport to a booby-trapped hall leading to your next life upgrade.

Use the Eye of the Storm to slow down the traps ahead. As the saw disk nears the wall, run out and jump over the first gap. Run over the spiked log as it retreats back into the floor, and jump over one more gap to reach a large shaft.



Along the shaft walls are ledges that pop in and out of the wall. Don't try to climb them without using the Eye of the Storm; you can't make it. Slow down time again to keep them from retracting too quickly and scale the wall to the next level.

Once on top, activate your time power one more time to slow the booby traps in your way. Wall-run over the saw disks after the spiked log spins back into the wall, and land on the other side.

After claiming your life upgrade, you are transported back to the magic fountain—which is now broken. Run the way you came, and stand on the switch to open the door back to the turn-lever balcony.



Go through the door behind the turn lever, and run up the next room's wall. Grab the handrail above you and hop over onto the balcony.



Walk to the balcony's end and hang on the railing with your back to the wall. Bound backward to the dagger plate, and spot a retracting platform on your right.

Spring off the plate and dash right along the wall. As you land on the platform, slow down time to keep it from sliding out from underneath you. Immediately jump out to the wall on the right and land on a nearby ledge.

From the ledge, wall-bound up the planked wall behind you and reach the balcony just above you. Slide right on the handrail and sneak up on the two dark guards manning their posts.



Spy the next protruding wall just outside the balcony, and wall-run to it. Jump out at its peak and bound off the wall to a series of rods on your left.



Swing from rod to rod until you are within leaping distance of the wall in front of you. Swing out, and wall-bound up the wall to a dagger plate.



Sprint right along the wall, from the dagger plate, and catch a ledge on the wall. As you stand on it, shimmy right, around the corner, until your back is to the next balcony.

Jump away from the ledge and land on the balcony. Whip out your dagger, and decimate the sand monsters guarding it. Toss the dark guards off the balcony and focus your strikes on the enchantresses.



Hang outside the balcony rail and leap backward onto the elevator lip. Pull yourself up to join Farah.



As you ride the elevator up to the hanging gardens, Farah embarks on a seemingly random line of questioning. Though you're no stranger to her ways, her bizarre interest in things such as your favorite color do beg questions of your own.

After a short but sweet conversation, the exchange in questions grants both of you insight into each other's interests. Shallow though the questions may have seemed, Farah's interest in you runs much deeper than you might expect.



Hanging Gardens



The elevator stops moving, and you reach the hanging garden. You walk out and behold the magnificence of the greenery around you. It's as if this is the only place that has

survived the Sands of Time's corrupting touch. The plants are the instruments of life; their ability to flourish while everything else falls apart is a testament to Babylon's strong roots.

Farah wanders ahead, looking for a way to continue. As she passes through a doorway, the gate behind her slams shut. She is, once again, separated from you while you face a pair of sand monsters.

A pair of enchantresses materialize from behind you, ready to pounce. Turn around and let them have a taste of your dagger. Deliver them back unto the hell pit they came from, and run to the turn lever by the wall.





Rotate the lever to set the wall above you in motion. It slides back and forth. As it slides back, it grants you limited access to a gap you can wall-bound up.



After the moving section of the wall retracts, trigger the Eye of the Storm and wall-bound up the left ledge. Pull yourself up to it as the wall begins to slide out again.

Once atop the ledge, run out and jump at the wall in front of you. Use your dagger to stick the plate on the wall; hang on as this wall slides out. If you wait too long on the ledge, the wall will push you off.

After your section of wall slides out and is flush with the rest of the exterior, propel yourself left along the garden wall. As you reach the wall's end, leap left to the dagger plates in the distance.

Use the dagger plate above you to scale the wall, then grab the ledge to the next platform. Pull yourself up to continue.



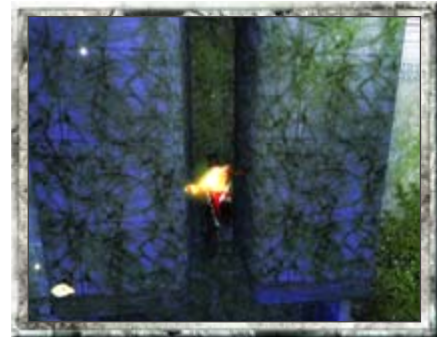
Run back along the wall, and wait for the moving section to become flush again. As it slides out and is fully extended, run out to catch a dagger plate. Ride the wall for a second, and wait for it to retract and extend one more time.



When the section is flush, dash right along the wall to a small corner ledge. Wait for another moving wall section to extend, and run across it to a tapestry in the distance. Ride the tapestry down and jump backward to a beam before the tapestry ends.

Walk back along the beam, and press yourself against the stone wall. Walk left around the ledge you're standing on and out onto another beam.

At its end, leap right to a wall gap.



Slide down the gap, and hop back toward the wall you just came from. You hit a dagger plate beneath the beam you were standing on, and hang above the garden.

Wall-run left, and fly toward another plate on the wall behind you. From the plate, dash right along the wall and grab a small ridge along the corner. Slide right on the ridge, and drop to the platform below.

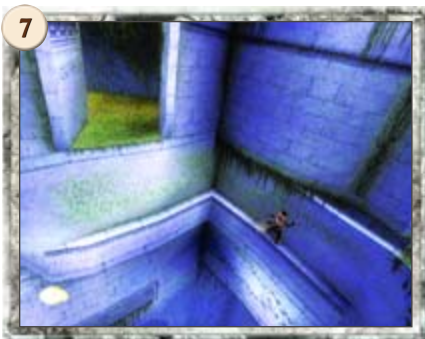


Leave the platform behind by wall-running along the left garden wall. Bounce off the wall and soar to your left to the first in a pair of dagger plates along the wall.



Move right, from one to the other, and jump backward from the second plate to a rod behind you.

Swing to the dagger plate ahead, and hang from it. Watch the wall to the left, and wait for the missing section to move into place. After it does, dash right along the wall to the platform with the save fountain on it. Stop for a second, replenish your health, and save your game.



Go around the corner and hang off the side of the platform on which you're standing. Drop to a ledge beneath you and shimmy right along the

wall. Keep moving right until you are underneath another ledge; use it to climb onto the platform above you.



Atop this new ledge is a large open shutter that prevents you from running along the wall to the next section. Farah, however, watches from high above you, on a distant platform.



Though you can't speak for fear of alerting the guards below, you motion to her that you need her help. She understands and lets an arrow fly at the gears supporting the shutter. The shutter comes crashing down.



Sprint along the left wall until you are beyond a rod on your right. Jump out and grab it, but don't swing. Instead, drop into the gap beneath you.



Slide down the gap, and wait for the dark guard to stand underneath you. Drop and Speed Kill him, then take out his partner.



PRINCE of PERSIA

THE TWO THRONES



Watch the far wall on the left. A small stone slab moves in and out of the wall at fixed intervals. Wait until it is about to pop out again, and run along the right wall, then jump left to land on it.

From there, run and jump out to the pole ahead of you. Don't wait too long, as the slab will slide out from under your feet. Once on the pole, use the next few rods above you to reach a small wooden plank.



Walk out to the beam's end, and leap out to a stick hanging in front of you. Grab the stick, and use your momentum to swing out toward a distant ledge.



You reach a ledge just underneath Farah. At such a close distance, you can talk to each other. Her interest in you piques again, and she asks about your father.



You tell her that though he is a great man, a true hero, you parted on unpleasant terms. A well-kept secret, buried in your past, the parting between you and your father is your biggest regret. You were too prideful then, too young, too afraid.



The dark secret has something to do with your past. In a time when you should have listened to your father, you did not; you could not.

The best you can hope for is seeing him one more time to apologize. But what was this incident? Why is it a secret? To find out, you will have to take your adventure on the road—check the prince's upcoming outing on the Nintendo DS™ to fill in this part of the chapter.



Run across the left wall to a distant ledge. As you hang from the ledge, you spy a gap under you. Drop into the gap, and slide down to its end.

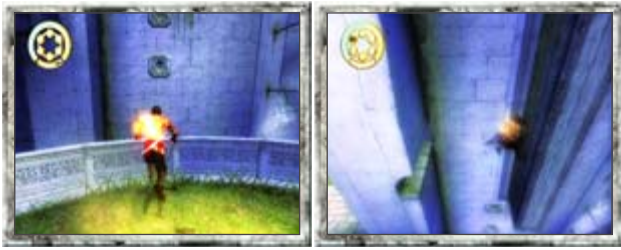
Suspended above the floor, you watch the sand monsters patrol around the Sand Gate. Wait until a Sand Gate guard stands within Speed Kill range, and pounce on him. After eliminating the other monsters below you, use the Sand Gate and gain your final Time power: Sand Storm.



After gaining your new Time power, Farah leans over a balcony above you to check in on you. For the moment, you are both safe.

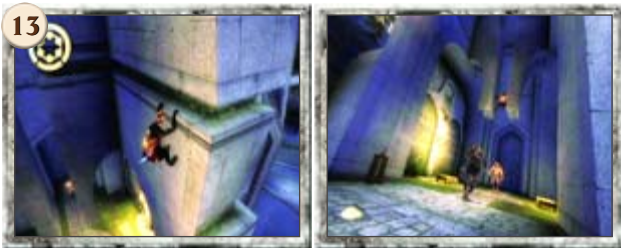
Farah has noticed something disturbing around the garden. Most of the sand monsters have disappeared.





Walk to the railing and hop over the side. Hang from the railing and jump backward to the dagger plate behind you. Use the second plate on the wall to climb higher and wait for the retractable wall to pop out.

After it does, use the Eye of the Storm to slow it down and wall-run left to the solid wall. Wall-bound up the stationary and retractable walls to the first ledge.



After the Eye of the Storm wears off, activate it to wall-bound up the rest of the wall. After you have a firm grip on the second ledge, scoot left, and hop up to the next ledge above you.

Shimmy left along the building, until you reach a wall gap. Slide down the gap and land between two sand monsters as they patrol. Speed Kill them both to clear the area.



Wall-run out to the ledge on the right corner column and shuffle around it. Stand on the ledge you used to shuffle, and leap out to a rod behind you.



Swing on the rod and fly up to another ledge on the opposite wall. Shimmy to the right, all the way to the right corner column, and leap backward to the balcony behind you.



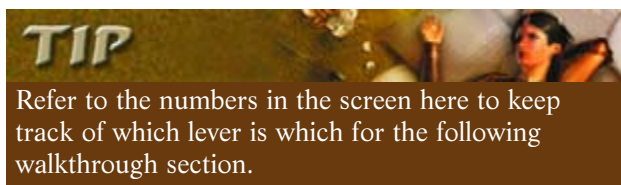
Go through the arch and save your progress at the fountain. Turn left and walk onto the beam jutting out of the platform's edge.



Jump into the gap in front of you and turn around. Below you a few saw disks slice in and out of the gap walls. Slow time and slide between the blades until you reach the bottom.



After setting foot on solid ground, run down the trapped hall. Again, slow time to make the traps easier to pass, and dash and roll your way to the hall's end.



TIP

Refer to the numbers in the screen here to keep track of which lever is which for the following walkthrough section.

You enter a room containing three large platforms, each with a single turn lever on it. The first is at the center, the second is on the right, and the third platform is on the left. On the room's opposite side is a large archway with a gap where a bridge should be.



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To bridge the gap, you must raise all three large platforms by turning their respective levers. Use the tall squared columns in the corners and the smaller platforms to get from one lever to another.



Begin by turning Lever 1. When you're in the air, wall-run to the ledge on the right column and climb down. Run over to Lever 2 and activate it.



Use the small platform to the left of Lever 2 to reach the distant column. Climb down the column, and dash to Lever 3. Rotate Lever 3, and hop to the ledges along the column to the left.



Use the platforms to reach Lever 2 and rotate it one more time. After moving the large platform with Lever 2 higher, navigate the ledges and small platforms to reach Lever 1. Rotate that, and you're almost done.

Climb up to Lever 3 to activate it and align all three large platforms along the same plane.



Drop from the final platform and run through the arch onto the now-raised bridge. As you cross, the transformed vizier blocks your path. He takes Farah hostage and holds you at bay.



His intentions on making her a "queen fit for a god" are not completely for his own amusement. Because you have eliminated many of his allies, he sees no other way to repay the favor than to rob you of yours. He strikes her on the head and knocks her unconscious. As you spring forward ready to finish him, he blasts you with



his magic, sending you down in a cascade of bricks and stone into the depths of a well.

The Well



S Tumbling farther into the palace's dark depths, you see small hints of light glimmering at the bottom. The lights get brighter and have a bluish hue. These aren't normal lights. Perhaps your mind is playing tricks on you as you fall to an inevitable end.

Before you reach your end, however, the sand demon inside reacts. It surfaces and transforms you into the Dark Prince. The chain around your arm unfurls and you instinctively whip it out at a pole ahead of you. Your downward fall turns into a forward swing as you crash feet first into a stone wall. You land in a small room deep in the palace well.

Walk out of the room through its only door, out onto a small perch. It is hard to tell how high or low you are, because above and beneath you is nothing but dimly lit black expanse. Torches speckle the interior wall of the well and give off a dim blue light.





From your perch, dash right along the wall, and use the torches and platforms to run deeper into the well. Keep swinging from the torches until you reach a small beam. Walk to its end, and jump out to the chain hanging in the near distance.

From your perch, dash right along the wall, and use the torches and platforms to run deeper into the well. Keep swinging from the torches until you reach a



around you to gather some sand and replenish your health.

Slide down the chain to its end, and drop onto a long beam. Teeter up the beam toward the wall from which it extends, and turn right when you near the wall. Jump out to a small perch on your right, and pull yourself up.

This time, wall-run left along the wall to a more distant perch with a doorway leading into a small room. Go inside and break the pottery



Walk back out onto the perch and turn your attention to the planks along the wall on your left. Jump out to land on the topmost plank, and drop down them to land squarely on another platform.

Run left along the wall again, and chain-swing deeper and deeper into the well. Use the occasional perch between torches to stop and gain speed with your wall-runs.

You reach a platform. Wall-run out to a thin ledge out to its left. Drop from the ledge onto a large perch beneath you.



More sand monsters attack. Whip them to pieces and clear the area. Luckily, there aren't as many here as there were above. After ridding yourself of the sand monsters, walk out onto the platform ahead.

Run out and jump off the platform. Immediately lash out with your chain to catch the pole above you. Swing to the next pole, and eventually to the broken platform on the well's opposite side.



Run out from the broken platform on the wall to your right. Chain-swing from torches above you to a wooden beam farther along the wall.

Drop on the beam, and climb down from beam to beam until you stand on another perch along the well's wall.



Go through the arch on the perch's wall, and eliminate the bevy of sand monsters inhabiting the room. Use the column at the room's center to execute devastating combos.



When you're done, walk back out onto the perch and wall-dash right along the wall. Land on the small perch that stretches around a corner

into a small niche on the right. Drop to hang from the edge, and scoot into the niche. Let go to fall into the wall gap under you.

Wall-run left, and use the torches to chain-swing to a distant crevice in the well. After landing on the perch, dash left into the dark tunnel and jump out over the abyss ahead.

Use your chain to swing from the rods above and land on the pit's other side.



PRINCE of PERSIA THE TWO THRONES



Go down the stairs and kill the dark Reptus near the edge of the stairs' end. Check the right wall for a small ledge leading down against the wall. Shimmy along the ledge to a small platform on the wall.

Dash deeper into the well using the platforms and long stints of wall-running. Eventually you reach a long walkway with a broken circular platform at its end. Stay near the center and kill all the sand monsters that attack.



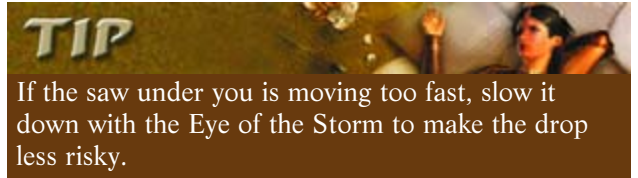
Walk to the right end of the broken platform and balance out onto a small piece of wood. From its end, leap out into the wall gap in front of you. Slide down the gap and fall onto the floor below. Run ahead and enter a large corridor.

Follow the corridor as it winds around into a large open area with a gap in the middle. Wall-run across the gap on the left wall, and reach a small ledge on the opposite side.



Scoot to the right wall on the ledge, and drop down onto a ridge. Then shimmy left on the ridge and jump backward to another set of ridges behind you.

Hang on the ridge and shuffle right along the wall until you are just above a saw disk running up and down the wall. Wait for it to move away from you and drop down onto a ridge beneath you.



Move right along the ridge and pull yourself up to the next section of the corridor. Slow down time again to make the obstacles ahead more manageable,

and dash past the saw disks. Jump and chain-swing over the next gap and land on the corridor's other end.



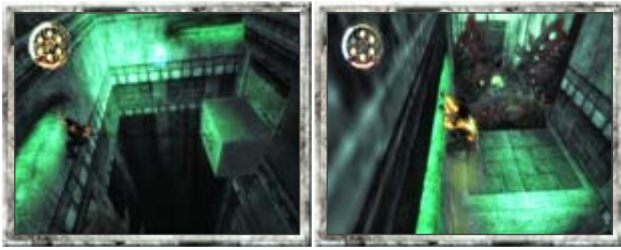
Wall-run up the right wall, and grab the ridge in the wall. Scoot back out over the gap you just crossed, and leap backward to the set of ledges behind you.

Drop from the ledges until you are standing on the small lip along the wall. Shimmy right onto solid ground, and run up the stairs into the next set of corridors.



Use the Eye of the Storm to bypass the next set of saw disks safely, and run up to the spiked logs before the next gap. Wait for the logs to flip over and tuck away in the floor, then wall-run to the left of them.

Spring off the board near the wall's end, and fly over to the ledge on your right. Shimmy left on the ledge, jump and grab the groove above you, then leap backward to the groove behind you. Follow it around the corner to the right and drop onto the floor below.



Slow time again, and run past the two disks flanking the corridor. Approach the corridor's end, just before you fall into the void, and wall-run up the left wall when the saw disk retracts into the wall.

Grab the groove above the saw disk, and follow it out over the void. Whip your chain behind you to grab the large stone slab, and yank it out of the wall. Once it's out, jump onto it, and immediately leap left, over the pit to grab the next ridge on the corridor wall. Drop down, roll past the saw disks, and activate the floor switch to open the door into the next room.



The next room is entirely dark. There is a, however, a strange glow at the room's center. It's your father's sword!

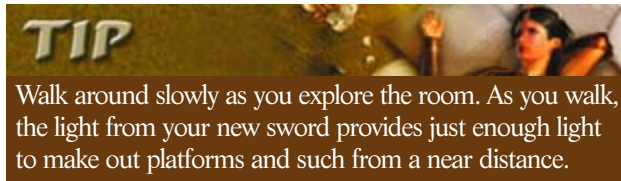
You rush to pick it up only to find your

father slain two steps next to it. You fall to your knees, unable to do anything about it. Once upon a time you could have rewound time or challenged fate to undo a tragedy such as this, but today you are a different person. You accept your fate and his; you accept your mistakes, and, with a defiant resolve, will away the very taint that has scarred you. Your body reverts to its normal self, and your will drives the Dark Prince back into the recesses of your mind.



From the black emerge a few dark Reptus. Your new sword emanates light and is thus a perfect weapon against them. Destroy them with one strike of your sword.

Search the area for a cracked wall and walk up to it. Power up for an attack and let your swing fall on the wall with deafening force. The wall shatters into a million pieces and grants you access to the hallway leading to the next dark room.



The area ahead is completely dark, and the floor is broken into various pieces. Giant gaps in the floor make wall-running or leaping into the darkness a risk. Save your game at the fountain in the hall before you continue.

After exiting the hall, immediately walk right and jump across the pit to a small platform. Walk to its end, and find a treasure chest near the back wall. Turn around and jump back the way you came.



If you get lost in the darkness, stay close to the wall. Wall-run along the left wall to a platform that contains four large column pieces.

Turn left to go between the columns and kill the chameleons that attack.

CAUTION

The room is pitch black, and the chameleons can make themselves invisible. Walk slowly, or risk being ambushed and thrown off the platforms.



Turn left and jump between two columns to the platform in the distance. Follow it around to a small niche in the corner and wall-bound up to another level of the dark room.



Follow the room's edge, jumping over gaps and wall-running with the wall to your left. After approximately three platforms, look to the right and spot another platform with two columns on it.

Turn and leap over to the platform. Immediately turn left and jump over to the next platform.



Continue moving toward the room's left corner. Jump from platform to platform until you reach a piece of flooring attached to the left corner.



Wall-run from the corner along the left wall to another section of flooring. Save your progress at the fountain and go through the door to the fountain's right.



Run to the hall's end and reach another large abyss. Climb the wall to the hall's right, and scoot left along the ledge.

Use the ledges along the abyss's walls to leap back and forth and traverse the large expanse. Once on the other side, climb up from the bottom, and climb over the edge to clear the abyss.



Activate the next switch on the floor to open the door ahead and go through. To make your way across the next large pit, leap out and swing across it with the poles above. Don't just use momentum—slow down and shimmy left or right (depending on what pole you're on) to line yourself up with the next pole and work your way across.

At the gap's other side, start climbing up to the next level using the series of ledges along the wall. Climb up the ledges, swing from wall to wall using the poles, and move left to right with the dagger plates. Once at the top, pull yourself up to the next floor.

Once you reach the top, run over to the collapsing wall, and bust it open. Ready your weapon, though: the palace underground is riddled with sand monsters.



Palace Underground



On the other side of the broken wall, a group of dark Reptus lie in wait. When the wall crumbles, they pounce on you.

Strike them with your sword and drop each with a single blow. After clearing the area of enemies, leap across the chasm to the platform ahead and save your game at the fountain.



Turn right, and jump to the next platform. Against the wall is another cracked section of wall. Swing at it with your sword and bring it down. Run down the corridor to a long pit with rotating shredders at its midpoint.

Use Eye of the Storm to slow down the shredders. Jump to the section of the pit where they are located, then aim your jump just to the shredders' left. Immediately jump to the corridor's end and use the ledges to climb the wall at the end.



KEY

- Start
- Finish
- Treasure Chest
- Save Fountain



At the final ledge atop the wall, scoot back around and climb up onto the floor. Walk to the corridor's end and shatter the cracked wall on the left.



On the wall's other side is a perch with more dark Reptus. Make short work of them with the sword, and clear the perch of enemies.

Walk over to the perch's left side and sprint on the wall to your left. Reach the distant wall gap, and climb up to the platform on the right.

From the platform, jump out to the dagger plate on the broken wall column nearby. Drop from the plate and grab the rod underneath to keep you from falling to your death.

Swing on the rod, and fly out to the ledge in front. Stand on it, then wall-jump to the top of the broken wall column.



Activate the dagger switch on the wall from which the column protrudes, and a pair of stones begin to alternately pop in and out of the wall on the left.

Wall-run to the left wall, and jump out just as the first stone begins to come out of the wall. Slow time, jump to the second stone, then jump from the second stone to a nearby platform.



More dark Reptus wait on the platform. Slice them to ribbons, and use the dagger switch on the wall behind them. The switch activates a large square column at the center of the area.

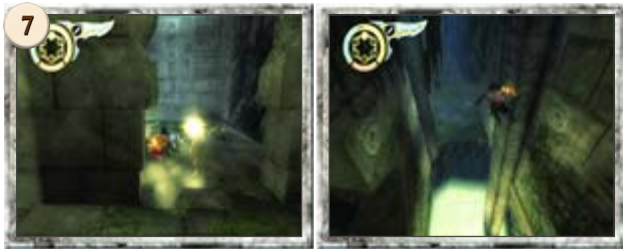


The column is divided into four pieces that rotate to align a set of ledges. After using the dagger switch, the ledges move into place.



Hop down from the dagger switch and walk to the platform's edge. Jutting out from its side is a small beam. Scoot out to the beam's end, and jump across to the column's ledge.

Drop down from ledge to ledge. When you reach the bottommost ledge, shuffle around to the column's opposite side. With your back to another platform, jump backward and land on it.



Break the crumbling wall and walk through. The other side is infested with dark Reptus. Stay on the move and defend yourself. After a wave or two of attacks, you eliminate the Reptus.

Wall-run up the wall with the two dagger plates, and use them to hang from the wall. Dash left to the next plate, then jump back to grab the plate on the wall behind you. Use the next few plates down the corridor walls to get past another large pit in the floor.



Bash through the wall at the corridor's end after eliminating more dark Reptus. The wall crumbles and reveals a small platform with a niche to the right.

Run into the niche and wall-bound up to grab the edge of the flooring above. Look to your right and spot a bar on the wall in the distance.



Wall-run on the wall to your right, and reach the short bar. Swing across the series of bars ahead to reach a wall gap. Slide down the gap and drop onto the earth below.

As you hit the ground, more of the light-sensitive dark Reptus attack. Slash through the droves of enemies and leap out to the dagger plate on a nearby corner. Hop up and grab the ledge above you.



Hop up on the ledge and shimmy around the corner to the left. Use the dagger plates above to continue moving up until you are hanging from a groove in the wall. Scoot right and climb onto the next platform.

Walk out on the platform's beam and leap out to the column hanging from the ceiling. Rotate on the column and line your back with another column behind you and leap out to grab it.



Rotate again, around the column, and leap out to the platform behind you. This time you're met by dark Reptus and hunter hounds. Kill the dark Reptus first since they are easier to destroy; then turn your attention to the hunter hounds.

With both groups of enemies dead, smash the wall behind you and run through the tunnels. Kill any enemies in your way until you reach a large gorge in the floor. Run out on the right wall and use the dagger plates to suspend yourself over the gorge.



Move farther up the wall with the plates and jump to the left wall, landing on a small ridge. Climb on the ridge and shuffle to the right as you round a corner.

Spring out behind you to catch a small beam jutting out of the wall, and stand on top of it. Walk out to its end and jump over to the gap in the wall in front of you. Climb the gap and stand on solid ground.



Approach the niche in the wall ahead and wall-bound to the top. Pull yourself up to the next corridor and run straight ahead.

The next area is laden with booby traps. First in your way are rotating shredders, then a pair of saw disks with a crushing stone between them. Slow down time to get past them and reach the hall's end.



Use the dagger plates to climb the walls at the hall's end. At the top, run up the stairs and save your game at the fountain. Then use the dagger switch on the wall to open the door to your left. Go in ready for a fight.



Enter the large dining room and obliterate the sand monsters inside. Run up the stairs on your right, then make a left atop the stairs. Stick the plates with your dagger to climb the wall and run to the rafters on your left.



Balance around the rafters, then turn back to the wall on your right. Jump to the next dagger plate and wall-run left to a slim pole jutting from the wall. Swing from the pole to the balcony ahead.



Run to the balcony's opposite end to find a small piece of wood sticking out of the edge. Walk onto it, and jump to the dagger plate to your right. Run left along the wall, and jump out to another set of rafters.

On the rafters, turn and face the wall with the door to your right. Leap out to the next dagger plate, and wall-run left across the large wall switch. This opens the door beneath you; go through.



Run up the winding hallway until you reach another long gulf in the floor. Use the beams to swing across it and land on the other side.



From there, climb the ledges along the wall to reach the very top. Hop over the railings and run up the hall.



Stop at the fountain just before the door to the tower exterior and save your game.

Tower



You've reached the exterior of the tower of Babylon. Every platform, every pole, and every wooden beam brings you one step closer to your goal. But the path ahead is still

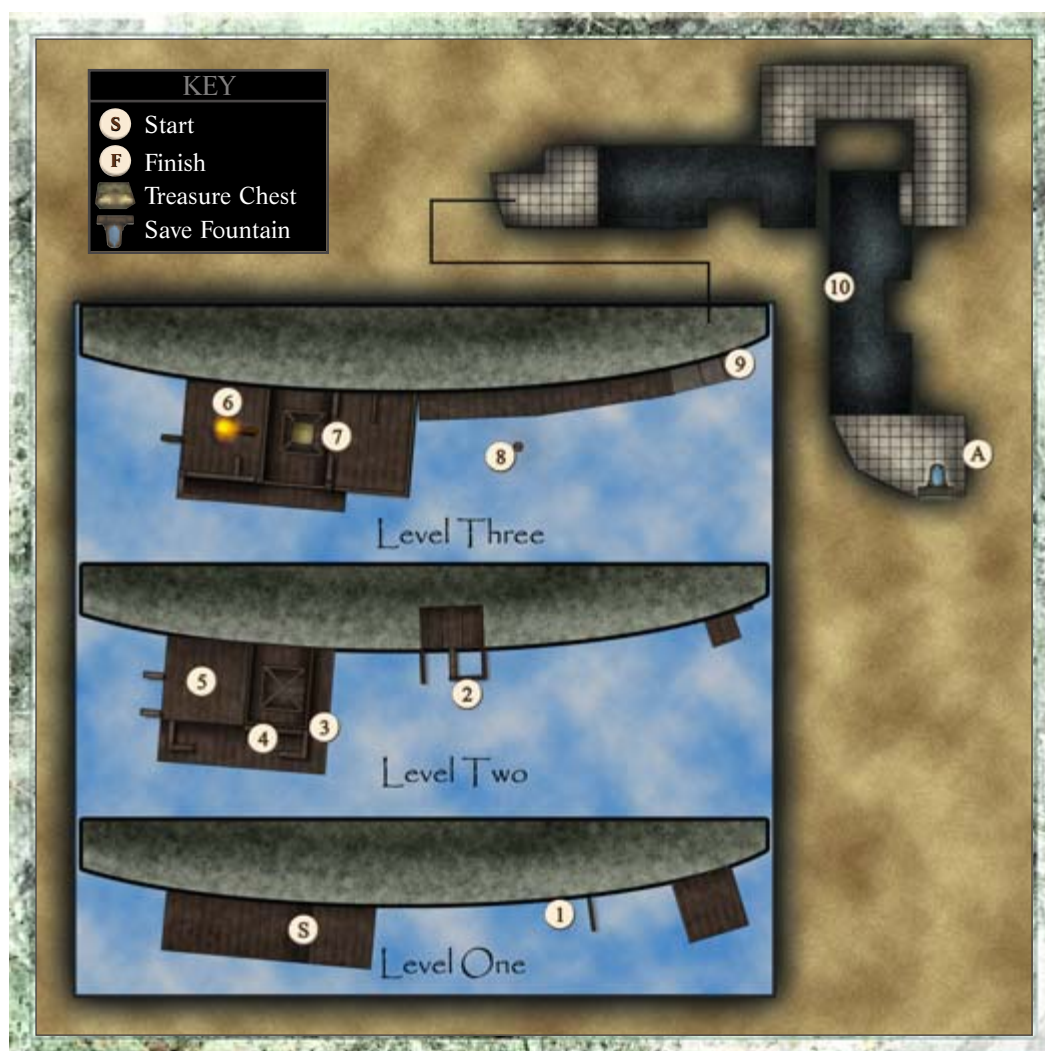
fraught with peril. The way up the tower requires navigating several rickety wooden contraptions.

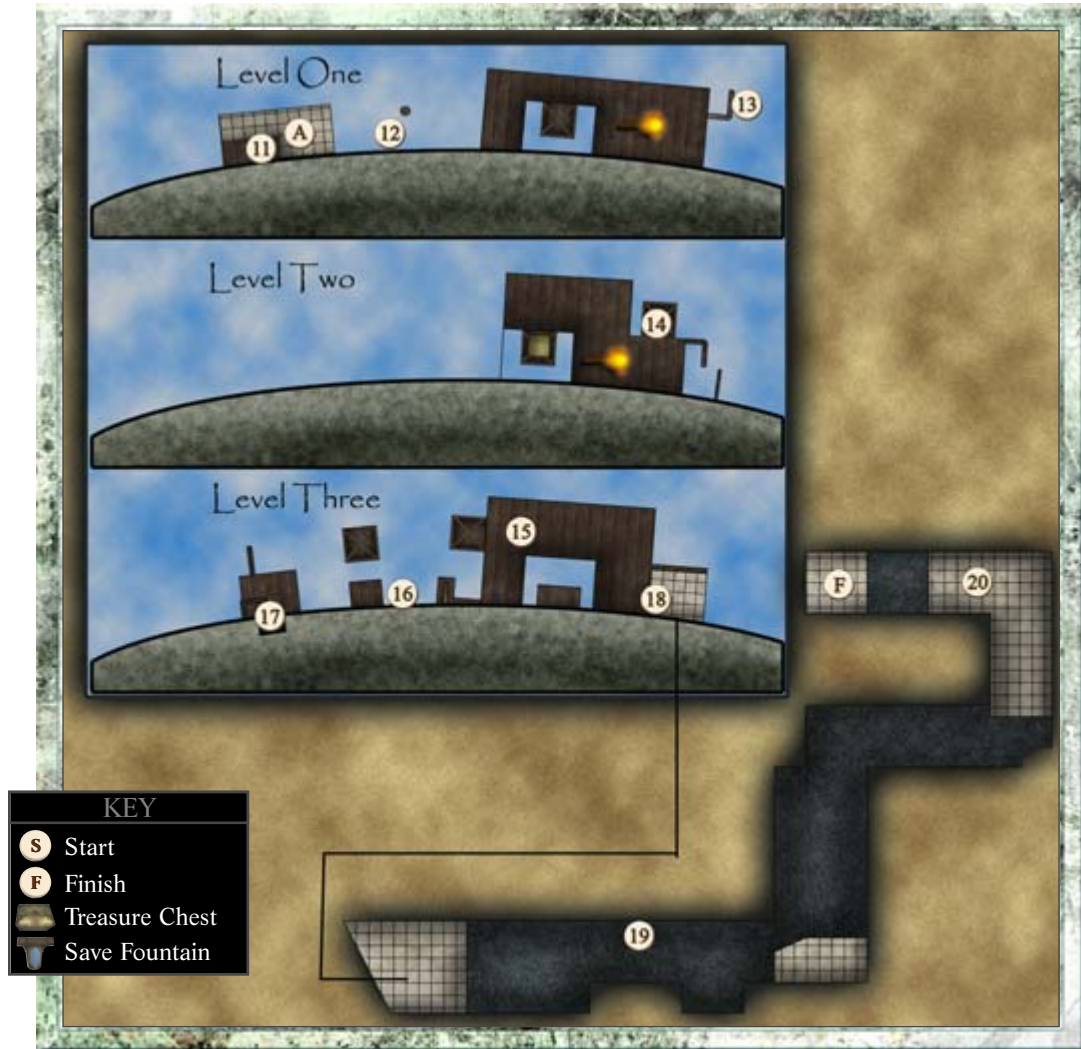
Begin by stepping left on the first platform and wall-running to the distant pole. Swing on it and launch yourself to the next wooden platform. Check the tower wall and climb its ledges.



Reach the next horizontal surface and climb on top of it. Wall-run to the pole on the wall, and shimmy around the pole until you face a wall gap.

Jump into the gap and slide to the bottom. Drop down from the gap and carefully teeter to the end of the short wooden plank. Look right to spot a large wooden scaffold along the wall. Leap right and swing from a pole to its edge.





Wait until the thrall guard walks away and hoist yourself up, sneak up behind him, and Speed Kill him. A few strikes of your dagger and he is no longer a threat.

Walk up to the turn lever around the corner, and rotate it. The lever activates an elevator at the structure's center and sends it to the next level (the structure has three levels).

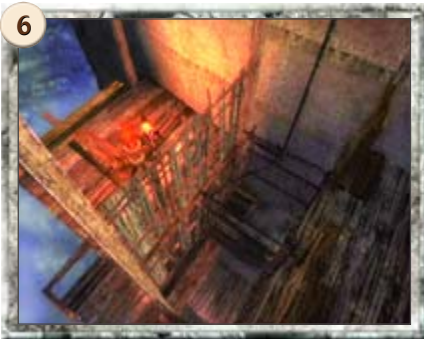
Walk over to the wall at the structure's center, and hop up on its ledge. Leap backward to the beam behind you. Stand on the beam and inch to its end, where another beam is just ahead and below you.

Jump across to it and walk to the right. You reach the structure's second level, which is inhabited by some chameleons. Since they make themselves invisible, walk to the second level's center and wait—they will come to you.



After killing the chameleons, work your way to the third level. Walk out onto the beam to your left, and jump up to another wood protrusion on the left. Climb it, and then turn back right.

Leap over to another beam above you and climb onto the third floor. Run to the turn lever and rotate it. The elevator rises to the third floor and stops.



Climb onto the dagger plate, and sprint to another plate on your right. From the second plate, wall-run right again and spring out, away from the tower wall, to a half column hanging nearby.

Climb the column and leap back to the tower wall to another series of dagger plates. Continue moving right

along the tower wall, using dagger plates and swinging from poles until you reach the farthest pole on the right. Turn around on it so you're facing the way you came, and pull yourself up on it. Climb the poles above you to reach another platform.

Run left along the platform and wall-run out at its end to another pole. Climb it, turn around, and jump up to a similar platform above you.

Run to the platform's end and go left into the door on the tower wall. Inside you encounter a long booby-trapped hallway. Use Eye of the Storm and dash past the traps when it's safe.



to the elevator and remove the large stone block inside. Move it against the left wall just under the dagger plate.



Near the hall's end, use the dagger plates and springboards to get past the giant abyss. After leaping and plate-stabbing your way to safety, stop at the fountain at the hall's end and save your progress.



Check the wall behind you for a dagger switch. Use the switch to open the door on the opposite wall, and run out to the next section of the tower exterior.

Destroy the sand monsters on the balcony before you continue.



Use the next set of plates on the wall to pull yourself up to a platform above the balcony you were just on. From the platform, dash left along the wall and stop at the dagger plates.

Launch yourself left again and use the springboard on the tower wall to fly over to a log of wood hanging nearby. Rotate on the log so your back faces the next wooden structure, and leap out to land on it.



Run around to the structure's other side and activate the turn lever. It raises a lift that carries another large stone block to the structure's second floor.

After you rotate the lever, go to the floor's edge and jump to the beam just above you. Walk out on the beam, turn back in toward the structure, and leap over the railing onto the second floor.



Run to the structure's opposite side and pull out the large stone block on the elevator. Push it back to the side of the structure where you landed and onto an empty elevator on your left.

Rotate the turn lever on this floor to move the stone block up one more floor onto the third level. When done, walk over to the railing on the second floor, hop over to hang from it, and leap out to the poles behind you. Climb up each pole to reach the third floor.



Clear the third floor of all enemies before you move the stone. Kill the thrall, run around the corner, and pounce on the invisible chameleon waiting to ambush you.

Grab the stone block from the elevator and move it to an empty lift on the third floor's other side. Shove it into the lift—its weight lowers the lift and raises another one in the distance. Turn left and climb the ledge behind where the chameleon was just waiting.



Wall-run out toward the distant lift and wall-bound to it. Shimmy left as you hang from its railing, and prepare to jump to the platform behind you.



Leap out to the platform behind you and grab on to its beam. Pull yourself up, and wall-bound onto the platform. The niche along the platform's wall is perfect for wall-bounding upward.

Wall-bound to the lip halfway up the niche. Grab the lip and shimmy around it; then leap out, away from the niche to a beam behind you.



Jump left to a nearby platform and wall-run up to a dagger plate on the tower wall behind it. Wall-run left to a series of plates and poles. Use them to run farther left, and land on a wooden platform with a large hole in the wall underneath it.



**TWO THRONES:
RISK VS. REWARD**

Drop down from the platform to hang from its side. Shimmy right a bit to hang directly above a large wooden structure. Let go of the platform and land on the structure below. Run into the hole in the wall.

Follow the hallway and climb down into its bottom. At the hall's end is a large shaft leading upward; use the ledges to climb up the walls and reach its top. From there, drink from the fountain to transport to another booby-trapped hallway.



As with recent trap-laden sections, this hall requires good timing and plenty of Sand Tanks. Use Eye of the Storm and roll past the first few obstacles. Walk up to the edge of the next hall section until you are at the abyss.

If time has resumed its normal speed, slow it again and wall-run along the left wall to the gap in the distant corner. Watch for the spiked logs in the gap to retract because if you time it poorly, your wall-run could lead you into spiky death. Wall-bound up the gap, then wall-run past the saw disks to a distant beam. Wall-bound out and catch the beam.



Leap out from the beam to the wall ahead and land on another piece of wood jutting out from the wall. Drop down onto another identical beam below it and turn left.

The hall's end is just beyond another set of traps. Jump left to the next section, and slow time again to make the final set of traps manageable. Roll past them and into the light to claim your final health increase.



After waking up next to the broken fountain, backtrack to the entrance—the hole in the wall under the wooden platform. Walk out onto the beam, and leap to the right onto another wooden plank.

Climb the plank and turn left to face the wooden platform. Hop over to it and continue on your journey.



Jump to the right, over to the stone platform next to you. There is an archway behind you on the tower wall: go through and enter the tower.



The path ahead is a giant hallway without flooring. The hallway walls are laden with saws and traps of nearly every kind. Slow time and wall-run past the first set of traps. Use

the springboards and dagger plates to reach the ledge in the distant corner.



With time still slowed, wall-run along the right wall past another obstacle, and leap along the series of springboards to the next section of solid ground.



Dash past the spiked log on the floor ahead, and use the dagger plates on the wall to reach the next section of the tower.

Tower Interior



You've reached Babylon's interior tower. Your journey nears its end as you approach the tower's top to confront the vizier.

Walk through the arch to a small platform along the interior wall, and destroy the sand monsters standing guard. Run across the wall to your right and use the poles to swing to the building's corner. Shimmy left along the corner's ledge and dash through the arch to

the tower exterior. Wall-run left to another platform and climb onto the wall behind it.



Drop down from the wall onto a wooden platform on the other side—now the tower's interior—and fight your way past the sand monsters on it.

Run up the platform; at its end, jump into the large three-storied wooden structure at the tower's center.





At the structure's center, move the large stone block into a lift on the right; then hop out and hang over the structure's railing. Jump out to a stone ledge behind you, then over to a large walkway on the left.



Kill the sand monsters guarding it and run to the walkway's end. It sweeps back

toward the room's center and places you within very close jumping distance of a pole leading to the center structure's second floor.



Jump out to the pole and swing from it to the structure. Rotate the lever on the second floor to move the lift to the third floor.



Leave the structure for now by walking out from the beam on the left and jumping to a ledge along the stone wall. Run up the wall and pull yourself over the handrail to battle the enchantresses on the walkway above.



Hop over the railing again, and shimmy over so your back is to another lift hanging just outside the walkway. Leap over to it, shimmy around, and hop over to another platform on the right.



Pull yourself onto the platform and run left toward the large tree branch protruding toward the

tower's center. Hop up to grab the beam sticking out of the platform above and climb it.

Jump over to the structure's third floor and kill the thrall. Now move the stone block out of the lift, shove it into the second lift (which floats adjacent to the other lift, and watch as the weight drives it down and raises a *third* lift in the distance.



Climb into the lift on the left, and jump from it to the other one just beyond. Hop off the second one onto a ledge in the corner, and kill the enchantresses waiting for you.

Jump out along the left wall to a small piece of wood. From there, go to the wall and grab the ridge above it. Heave yourself up on the ridge, then jump backward to a column hanging from the ceiling. Scoot up the column to get a better view of the area around you.

Hop over the rickety wooden ledge along the wall, and stick the dagger plate behind it. Run left along the wall and spring to the plate that is against an ornate fence.



Continue moving left along the fence, dashing from plate to plate until you are hanging just above a hole in the fencing below. Drop down, catch the ledge, and enter the hole in the fence.



The platform behind the fence is packed with thralls. Kill them all and absorb their sand to fill your Sand Tank.



Leave the fenced-in area via the opening on the left, and use the dagger plates on the wall to reach a beam farther on the left. Stand on the beam, and jump out to a small wooden contraption just ahead.



Drop down onto the contraption's bottom section, and walk out onto another beam. Leap from the beam to a platform against the wall to your right.



Use the plates above you on the wall to launch yourself at a springboard on the left. The board sends you soaring to a nearby column. From there, leap to a ledge behind the column and shimmy up to an opening leading into the tower.

Inside the tower, you encounter another abyss. Wall-run out to the dagger plate on the right wall, then launch yourself toward the ledge on the column farther along the abyss.



Shimmy to the column's left and wall-bound to the ledge above it. Again, shimmy farther around the column and leap backward to the dagger plates behind you. Climb the wall and dash deeper into the hall.



Cross the next gorge by swinging along the pole to a set of ledges at the gorge's end. Climb the ledges to the next level, and hop over the railing into a large room.



Go to the wall on the room's opposite side and pull yourself up on the ledge. Leap out and grab the pole behind you. Turn around and face the wall you just leapt from, swing over to the balcony at the wall's top, and run up the stairs to the tower's top.



Tower Top



As you exit onto the tower top, you sense you are near your goal. Your lust for vengeance has long since dissipated. Instead, your heart now overflows with a sense of purpose. With your father gone, you are now the king; and the insurgents below fight for you. So you must fight for them.

Save your progress at one of the two fountains and head up the stairs. Make a right at the stair's midsection, and walk up to the columned area to the right.



Continue turning right and run down the walkway on the right; at its end is a small treasure chest. Smash it open and claim your Sand Credits.





Return to the top of the stairs and pass them up. Round the corner and activate the wall switch by running up the wall.



Go back down the stairs and pass the cage on the left. Go through the door into a large hallway.

Follow the winding hallway to a small gap in the floor. Hop over the railing and leap across the gap to the other side.

Run to the hall's end and look left. The wall has a slightly visible groove in the shape of a door; smash through it with your sword and pass through.



The hall beyond the broken wall leads down to a large circular platform. As you stand at its center, it rises into a large room surrounded by pillars and statues. The vizier floats high above, his mutated back turned to you.

He is holding Farah captive; she is fastened high on a pillar by some magical force. The vizier approaches Farah, ready to transform her into one of his creations. She defiantly spits in his face, angering him for a moment, before he collects himself. Just as you are about to attack him from behind, he flies up in the air and swiftly turns his attention to you.



As he swoops down to attack, roll out of the way to evade his attacks. He slices at you with his large pincerlike arms and occasionally swipes at you with his wings. If these attacks connect, they knock you to the floor while he retreats as you struggle.

Evade his attacks as you get in close and strike him with your sword. He knows that the Dagger of Time can kill him just as easily as it helped create him, so he blocks if you try to strike him with it.



Keep moving as he swoops in and out of attack range. Watch the area around him as he floats high above you; he occasionally pulls down statues from the surrounding pillars and hurls them at you with his telekinetic powers.



The statues are big, so even if they don't connect in a direct hit, they shatter into thousands of pieces

on the floor next to you. The impact is enough to knock you to the ground and whittle down your health.

Continue to strike him with your sword until he loses approximately 15 percent of his Health bar. At this point he recognizes the threat you still pose. You are no weak peon—you are the king of Persia and are prepared to defend your kingdom at any cost.

The vizier flies back toward the outer edge of the circular platform and brings the stone columns down around you. His swirling vortex of sand carries the large pieces of stone around the arena while he hurls powerful Sand Balls at you. If the Sand Balls connect, they stun you for a split second—just long enough for a large piece of stone to crash into you.



Avoid the Sand Balls and the floating pieces of rubble as you carefully head to the arena's outer edge. Charge the columns behind the vizier and wall-run up them to initiate a Speed Kill.



With the Speed Kill initiated, you can finally dig the Dagger of Time into him. He reels about in pain, unable to shake you off. Each lurch of his body helps propel you to another section of his body where you can make a critical strike.



Slash at him whenever your dagger's blade flashes, and slice away at his health as you incapacitate his wing. With your final strike you fall to the floor along with his wing.

The vizier reels and tosses about in pain. Continue to dodge the floating pieces of debris and attack the vizier in the same fashion two more times.

With the second attack you shred his second wing; the third attack deals a great deal of damage, and causes the vizier to retreat high into the sky in pain.



PRINCE OF PERSIA THE TWO THRONES

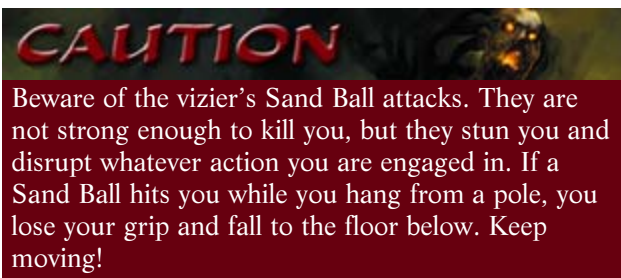


As he rises into the air, so does the rubble around you, providing a way for you to reach his level and finish the job.



Run over to the pillar with the debris floating just above it. Wall-run up the pillar and leap backward to the stone slab.

Jump ahead to the next piece of stone rubble and turn left to spot a pole floating in the distance. Run over and grab it.



Climb the pole and stand on it. Jump away from the pole and grab the next piece of floating rubble. Continue climbing rubble pieces until you reach a thin piece of wall on which you must balance. Turn while teetering and jump to the next stone piece.



Climb along the floating rubble and swing from piece to piece until you reach a debris section that has a wall next to it. Wall-bound up and grab on to the wall's top.

Leap from it to the next piece of rubble and turn to face the vizier. Leap out to deliver the killing blow with your dagger.



You leap into midair with your weapon held high and cocked slightly back. Time seems to freeze as you approach your now-mortal foe. All your actions, all your mistakes, all roads lead to this moment.

You drive the Dagger of Time into the vizier one last time, hoping to finish him off. As he is unable to sustain himself afloat, he begins to fall down to the floor. He is no god; he is nothing more than a glorified sand monster, and you have proven it. You hold on to the dagger as you fall, and you push yourself off of him before hitting the floor.



You land on the small arena floor and watch the vizier scream in pain. His voice, just as before, crumbles the walls around him; only now his thunderous voice is reacting to pain, not ecstasy. He lurches back and forth, unable to remove the Dagger of Time from his body. When you seize the opportunity, dash forward to grab the blade's

handle, and drive it deeper into his chest.

This is the moment to end it all. Just as you pull it out, his body begins to emit a radiant light—one you’ve come to know well, as it is the same that shines from your scars. The vizier floats into the air, unable to control himself, and explodes into a flurry of sand, just as Kaileena did only hours before.

The Sands of Time, now no longer under anyone’s control, dissipate and begin to lose their cohesion. Farah’s bonds dissolve, and the sand monsters on the streets below vanish in a fizzle of sandy wind.

The Sands of Time no longer threaten the kingdom, but what of *their* fate? What is to happen with them now? Just as they begin to rise in the air above the kingdom, they gather in a riverlike stream. The Sands stream gathers speed as it approaches the tower of Babylon.



The Sands reach the tower top and begin to gather, as if called by some unknown force. Could it be the Dahaka claiming the Sands? Perhaps they are rushing uncontrollably about until claimed by another being?



As you stand there and watch, Farah faithfully by your side, ready to meet whatever the Sands unleash, they begin to take form. A faint visible silhouette begins to take shape. It’s a feminine figure, robed, hair of sand, floating in the Sands stream. It’s Kaileena.



The spectral image of Kaileena approaches you and smiles. This world was not meant for her; she must find her place as you have found yours. With that sentiment in mind, she reaches out as you hand her the Dagger of Time. Magical energies course around the dagger as it begins to dissolve.



The Dagger of Time fades into nothingness and is absorbed by Kaileena. She releases you of any bonds you may have to the Sands, and the chain around your arm comes free. The scars on your arm no longer glow; in fact, they are no longer present. You are whole again.

PRINCE of PERSIA

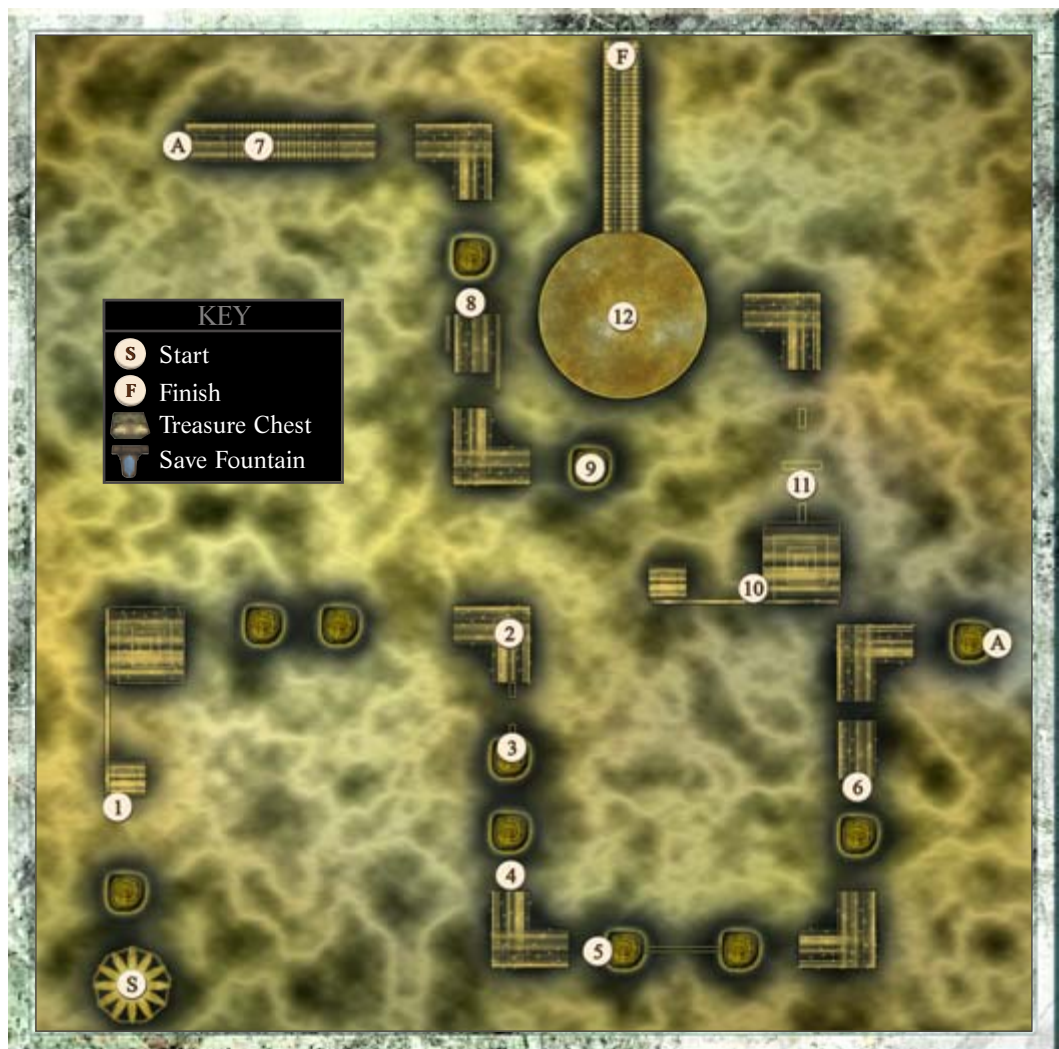
THE TWO THRONES

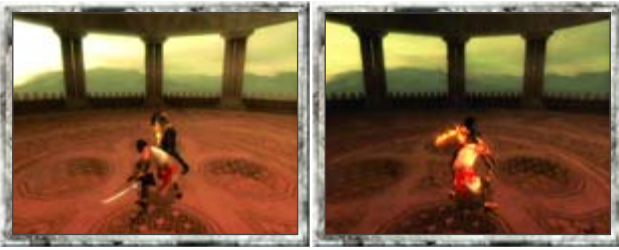
Mental Realm



Alone with Farah at last, you stand contentedly at the arena's center. However, something on the floor catches your attention. It's the crown. Odd that it would be lying here after all this. As you bend over to pick it up, you hear familiar words: "All that is yours is rightfully mine."

These words echoed in your head once before. At first you dismissed them as something you may have heard a long time ago, a distant echo of a memory. This time, though, there is a presence attached to those words. As you reach for the crown, a foot appears next to it. A gloved hand follows. You follow the hand up as it reveals a large dark creature. It's the Dark Prince, and he's not happy.

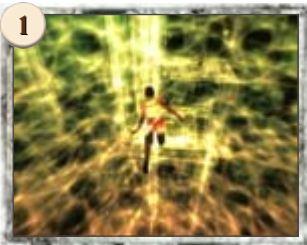
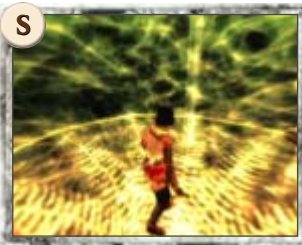




Suddenly the arena around you is pristine. All signs of your battle with the vizier are gone. Pillars stand erect, and the sky is a light orange hue, as if dawn

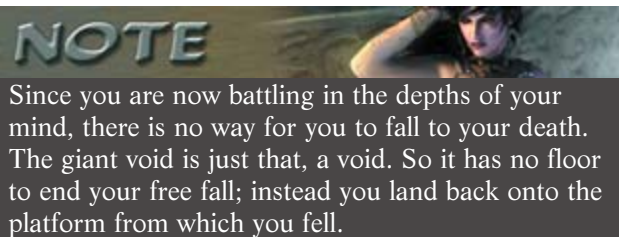
approaches. And you stand before the Dark Prince alone at the center.

He begins to taunt you with verbal jabs. You strike at him to quiet his insolence, only to find that every strike darkens the area around you. When all is dark and the Dark Prince vanishes, the floor gives way, and you find yourself in a free fall into a vast ocean of sand-swept light.



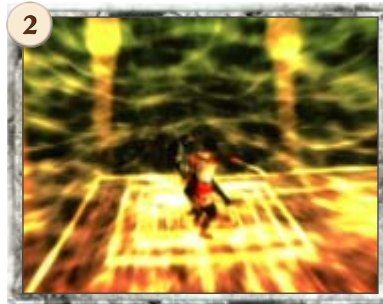
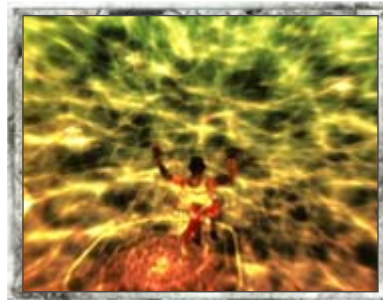
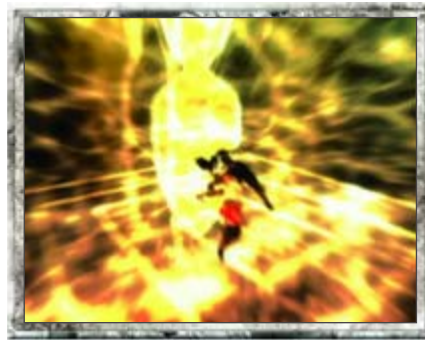
Your free fall is stopped by a glowing platform, a large yellow disk floating in a sparkling void. Lights fire off around you, and swirls of a golden glow swarm about the void.

You are no longer in the palace but in a dark realm. The Dark Prince continues to angrily mock you. You've revealed his true motives. He never wanted to help; he wanted control of your body! Head into the void by jumping across the glowing platforms ahead.



Since you are now battling in the depths of your mind, there is no way for you to fall to your death. The giant void is just that, a void. So it has no floor to end your free fall; instead you land back onto the platform from which you fell.

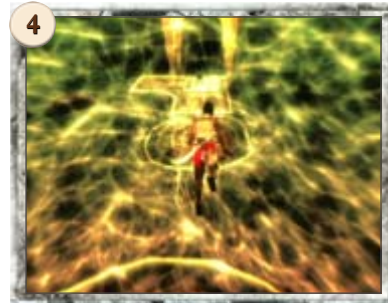
Wall-run away from the square platform to another just ahead. Once there, attack the Dark Prince to silence him. After slashing the Dark Prince away, a circular platform becomes visible to the right.



Jump across the circles to another glowing platform in the distance. As you land, attack the Dark Prince under the gazebo, and another set of platforms materializes to the right.

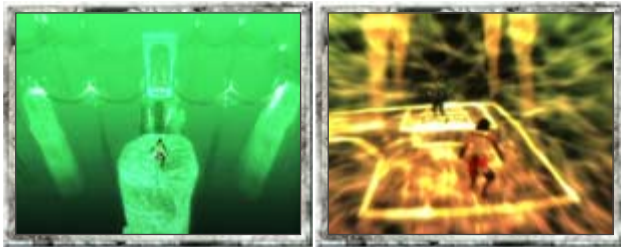
Leap across the glowing platforms as you head deeper into the void in chase of your inner sand demon. When you reach a mental beam, drop onto another one right under you.

Climb atop the second beam and walk onto the circular platform it's attached to. Jump out to the L-shaped platform to the right to quiet the Dark Prince again.



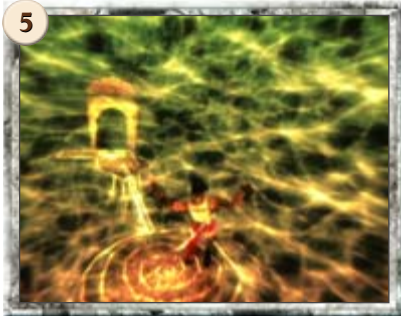
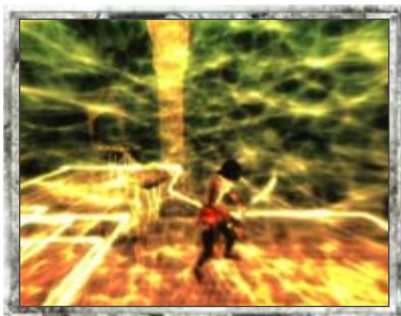
PRINCE of PERSIA

THE TWO THRONES

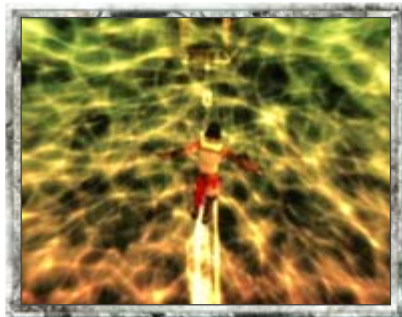


This time, however, as you fly across the void, the area ahead transforms in a flash of light. It's no longer a void but a vaguely familiar area bathed in a blue light. This place seems familiar...it's the chamber of the Dagger of Time!

It is only a trick. Whether it is the Dark Prince attempting to confuse you or your mind struggling to maintain sanity, it makes no difference. Continue to chase the Dark Prince—he must be destroyed! Leap across the bridge ahead and the chamber disappears; you're back in the void on an L-shaped platform.



Keep leaping from platform to platform as you chase the ghostly figure. He is a part of you and therefore cannot run for long. How can a division in your mind hide from that which made it?



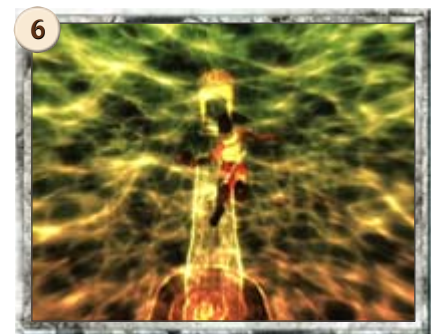
You slash the Dark Prince and he vanishes again. The L-shaped platform on which you stand begins to rotate. It spins around to reveal another set of circular platforms attached by a long glowing beam.

Jump over to them and balance from one circle to the next.

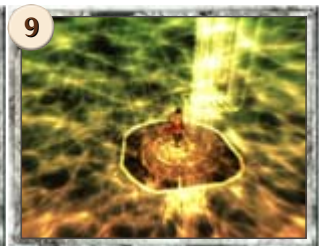
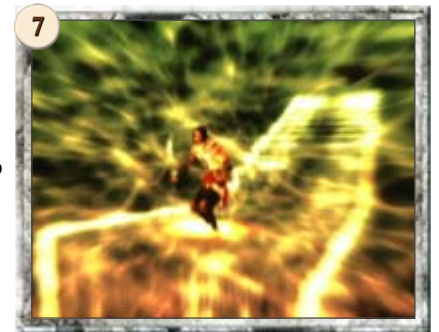


As you progress through the void, the area once again transforms in a flash of light. You free-fall to an ocean far below. As you plummet, you see the shape of

a ship in the water. It's your ship, and it's on fire, just as it was when you came under attack. Before you land on the deck, however, the ocean becomes a dark void again, and you land safely on a platform.



Press on in the pursuit of your darker half. Ignore the rest of the transformations around you and the Dark Prince's verbal assault. Leap across platforms until you reach a set of stairs. Descend them to go deeper into the void.



When you come across a large cubelike structure made of glowing panels, wait until it rotates so that the longer end of the structure is at the top.

Jump across to it, and run along toward the next L-shaped section. Hack away at the Dark Prince and repel him deeper into your psyche.



Wall-run across a large gap between platforms. Attack the Dark Prince again, and teeter out on a nearby beam.

Jump out to a rotating beam in the distance, and balance on it until it rotates around and you are within jumping distance of the next section.



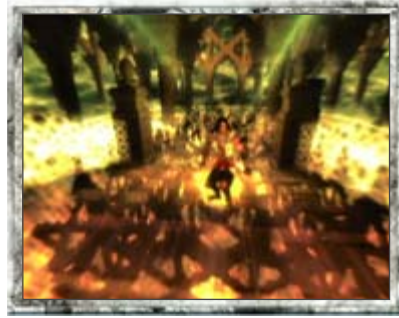
Finally, after jumping across numerous platforms and beams, you are transported to the interior of the palace somewhere. Or perhaps it is Farah's bedroom as you remember it from when you visited there seven years ago.

It must be! Farah stands at the room's end. You run to her, but the illusion quickly fades away, revealing the void around you again. Then you are back in the small arena where you started, but not the real one—it's a version of the arena conjured up by your mind. Farah urges you to leave this place, to stop chasing this infernal shadow and wake up, but you can't...not yet.

Before you leave, you must stand face-to-face with the Dark Prince. He appears before you, defiantly taunting you. Don't bother attacking him, as he only multiplies with each blow.



Leave the arena via the stairs behind the Dark Prince. As you reach the halfway point of the stairs, the Dark Prince cries out for you. He is furious that you are discarding him, ignoring him.



Ignore his screams and continue up the stairs into the light. Once through, you wake up to Farah as she holds your head in her lap.

You awaken to her warm face. She helps you up and walks you over to the edge of the tower where you can see your city below you. Though it lies in ruins, the nightmare is finally over.



As you both marvel all that preceded, she leans over and asks how you *really* knew her name. You respond, "Most people think time is like a river that flows swift and sure in one direction, but I have seen the face of time. And I can tell you—they are wrong. Sit down, and I will tell you a tale like none which you have ever heard..."



THE ROYAL TREASURY

Luxuries

This section contains all the game's goodies, including unlockable weapons, the locations of all life fountains, and the most detailed combo compendium possible for mastering the fighting system.

The Art of War

The prince is a skilled combatant. Whether it is hand-to-hand or blade-to-blade, the prince has yet to meet a match for his fighting abilities. A true warrior knows his environment and how best to utilize it. Study the following tables to best use the prince's abilities and the world around him.

Menu Commands

The following commands are listed in the Pause menu.

NOTE

Throughout these tables, we have abbreviated "Left Mouse Button" and "Right Mouse Button" as "LMB" and "RMB" respectively.

Daggertail Attacks					
PlayStation2	Xbox	GameCube	PC	Attack	Character
Hold ▲	Hold Y	Hold Y	Hold [E]	Grab and pull	Dark Prince
Hold ▲ + press ■	Hold Y + press X	Hold Y + press B	Hold [E] + press LMB	Grab and Pull Slash	Dark Prince
Hold ▲ + press Ⓐ	Hold Y + press Y	Hold Y + press Y	Hold [E]	Chain Grab and Pull Throw	Dark Prince
Repeatedly tap ● (slow)	Repeatedly tap B (slow)	Repeatedly tap X (slow)	Repeatedly tap [C] (slow)	Hurricane	Dark Prince
Repeatedly tap ● (fast)	Repeatedly tap X (fast)	Repeatedly tap B (fast)	Repeatedly tap [C] (fast)	Hurricane of Agony	Dark Prince
Repeatedly tap ● + ▲	Repeatedly tap B + Y	Repeatedly tap X + Y	Repeatedly tap [C] + [E]	Hurricane of Torment	Dark Prince
Repeatedly tap ● + ■	Repeatedly tap B + B	Repeatedly tap X + B	Repeatedly tap [C] + LMB	Hurricane of Anger	Dark Prince
▲ (enemy on floor)	Y (enemy on floor)	Y (enemy on floor)	[E] (enemy on floor)	Asha's Torment	Dark Prince

Dagger Attacks					
PlayStation2	Xbox	GameCube	PC	Attack	Character
■, ■, ■	X, X, X	B, B, B	LMB, LMB, LMB	Triple Slash	Both
■, ■, ■, ■	X, X, X, X	B, B, B, B	LMB, LMB, LMB, LMB	Furious Slash	Both
■ (enemy on ground)	X (enemy on ground)	B (enemy on ground)	LMB (enemy on ground)	Asha's Fury	Both
Hold ■	Hold X	Hold B	Hold LMB	Dagger Charge Attack	Both

Acrobatics Attacks

PlayStation2	Xbox	GameCube	PC	Attack	Character
X, X (toward enemy)	A, A (toward enemy)	A, A (toward enemy)	[Spacebar], [Spacebar] (toward enemy)	Rebound from Enemy	Both
X, ■ (toward enemy)	A, X (toward enemy)	A, B (toward enemy)	[Spacebar], LMB (toward enemy)	Aerial Slash	Both
X, ■, ■ (toward enemy)	A, X, X (toward enemy)	A, B, B (toward enemy)	[Spacebar], LMB, LMB (toward enemy)	Aerial Landing Slice	Both
X, ▲ (toward enemy)	A, Y (toward enemy)	A, Y (toward enemy)	[Spacebar], E (toward enemy)	Aerial Kick Attack	Both
X, ▲, ▲ (toward enemy)	A, Y, Y (toward enemy)	A, Y, Y (toward enemy)	[Spacebar], E, E (toward enemy)	Aerial Landing Kick Sweep	Both
▲ (in air)	Y (in air)	Y (in air)	E (in air)	Aerial Whiplash	Dark Prince
▲, ▲ (in air)	Y, Y (in air)	Y, Y (in air)	E, E (in air)	Aerial Finish	Dark Prince
Continually tap ● (in air)	Continually tap B (in air)	Continually tap X (in air)	Continually tap C (in air)	Aerial Hurricane Sweep	Dark Prince

Defensive Techniques

PlayStation2	Xbox	GameCube	PC	Attack	Character
Hold R1	Hold RT	Hold R	Hold RMB	Block	Both
Hold R1 + ■	Hold RT + X	Hold R + B	Hold RMB + LMB	Counterattack	Both
Hold R1 + ▲	Hold RT + Y	Hold R + Y	Hold RMB + E	Daggertail Counterattack	Dark Prince
Hold R1 + ▲, ▲	Hold RT + Y, Y	Hold R + Y, Y	Hold RMB + E, E	Daggertail Counter Double Slash	Dark Prince
Hold R1 + ●	Hold RT + B	Hold R + X	Hold RMB + C	Hurricane Counter	Dark Prince

Movement Techniques

PlayStation2	Xbox	GameCube	PC	Attack	Character
X, ▲	A, Y	A, Y	[Spacebar], E	Daggertail Jump Slash	Dark Prince
X, ▲ (direction)	A, Y (direction)	A, Y (direction)	[Spacebar], E (direction)	Daggertail Roll Slash	Dark Prince
▲ (toward wall)	Y (toward wall)	Y (toward wall)	E (toward wall)	Wall Whiplash	Dark Prince
▲ (wall-run)	Y (wall-run)	Y (wall-run)		Wall-Run Slash	Dark Prince
▲ (vertical wall-run)	Y (vertical wall-run)	Y (vertical wall-run)	E (vertical wall-run)	Tailspin Angel Drop	Dark Prince
▲, ▲ (vertical wall-run)	Y, Y (vertical wall-run)	Y, Y (vertical wall-run)	E, E (vertical wall-run)	Tailspin Angel Kill	Dark Prince
Hold ▲ (toward column)	Hold Y (toward column)	Hold Y (toward column)	Hold E (toward column)	Column Daggertail Spin	Dark Prince
▲ (Dark Prince on floor)	Y (Dark Prince on floor)	Y (Dark Prince on floor)	E (Dark Prince on floor)	Stand Up Whirl Sweep	Dark Prince
● (Dark Prince on floor)	B (Dark Prince on floor)	X (Dark Prince on floor)	C (Dark Prince on floor)	Stand Up Hurricane Sweep	Dark Prince

Daggertail Combos					
PlayStation2	Xbox	GameCube	PC	Attack	Character
▲,▲,▲	Y,Y,Y	Y,Y,Y	E,E,E	Breeze of Anguish	Dark Prince
▲,■,■	Y,X,X	Y,B,B	E,LMB,LMB	Winds of Torment	Dark Prince
■,▲,▲,▲	X,Y,Y,Y	B,Y,Y,Y	LMB,E,E,E	Blast of Sorrow	Dark Prince
■,▲,▲,■,■	X,Y,Y,X,X	B,Y,Y,B,B	LMB,E,E,LMB,LMB	Whirlwind of Pain	Dark Prince
■,■,▲,▲,▲	X,X,Y,Y,Y	B,B,Y,Y,Y	LMB,LMB,E,E,E	Storm of Anger	Dark Prince
▲,▲,■,■,■	Y,Y,X,X,X	Y,Y,B,B,B	E,E,LMB,LMB,LMB	Storm of Remorse	Dark Prince
■,■,▲,▲,■,■	X,X,Y,Y,X,X	B,B,Y,Y,B,B	LMB,LMB,E,E,LMB,LMB	Twister of Penitence	Dark Prince
▲,▲,▲,■,■	Y,Y,Y,X,X	Y,Y,Y,B,B	E,E,E,LMB,LMB	Plague Tornado	Dark Prince
▲,▲,■,■,▲,▲	Y,Y,X,X,Y,Y	Y,Y,B,B,Y,Y	E,E,LMB,LMB,E,E	Oblivion Tornado	Dark Prince
▲,■,▲,■,▲,■	Y,X,Y,X,Y,X	Y,B,Y,B,Y,B	E,LMB,E,LMB,E,LMB	Typhoon of Torment	Dark Prince

Sand of Time Powers					
PlayStation2	Xbox	GameCube	PC	Attack	Character
Hold L1	Hold LT	Hold L	Hold R	Recall	Both
Tap L1	Tap LT	Tap L	Tap R	Eye of the Storm	Both
Hold R1 and tap L1	Hold RT and tap LT	Hold R and tap L	Hold RMB and tap R	Winds of Sand	Both
Hold R1 + L1	Hold RT + LT	Hold R + L	Hold RMB+R	Sand Storm	Both

Prince-Only Commands

The following commands are not listed in the Pause menu—they are best used as combinations. Use the commands with no listed damage rating (—) to chain together attacks and take advantage of this robust fighting system.

Prince Combo Attacks					
PlayStation2	Xbox	GameCube	PC	Attack	Dmg. Rating
■	X	B	C	Dagger Slash Right 1	1
■,■	X,X	B,B	C,C	Dagger Slash Right 2	1
■,■,■	X,X,X	B,B,B	C,C,C	Dagger Slash Right 3	2
■,■,■,■	X,X,X,X	B,B,B,B	C,C,C,C	Dagger Slash Right 4	2
▲	Y	Y	E	Slash Left 1	2
▲,▲	Y,Y	Y,Y	E,E	Slash Left 2	2
▲,▲,▲	Y,Y,Y	Y,Y,Y	E,E,E	Slash Left 3	3
■,▲	X,Y	B,Y	C,E	Switch Left 1 (from dagger)	3
■,▲,▲	X,Y,Y	B,Y,Y	C,E,E	Slash Left 3	3
■,■,▲	X,X,Y	B,B,Y	C,C,E	Switch Left 2 (from dagger)	3
■,■,▲,▲	X,X,Y,Y	B,B,Y,Y	C,C,E,E	Slash Left 2	2
■,■,▲,▲,▲	X,X,Y,Y,Y	B,B,Y,Y,Y	C,C,E,E,E	Slash Left 3	3
■,■,▲,▲,■	X,X,Y,Y,X	B,B,Y,Y,B	C,C,E,E,C	Switch Right 3 (to dagger)	3
■,■,▲,▲,■,■	X,X,Y,Y,X,X	B,B,Y,Y,B,B	C,C,E,E,C,C	Slash Right 4	4
■,■,■,▲	X,X,X,Y	B,B,B,Y	C,C,C,E	Switch Left 3 (from dagger)	3

Prince Combo Attacks (cont'd)

PlayStation2	Xbox	GameCube	PC	Attack	Dmg. Rating
■, ■, ■, ▲, ▲	X, X, X, Y, Y	(B, B, B, Y, Y)	[C, C, C, E, E]	Slash Left 3	3
▲, ■	Y, X	(Y, B)	[E, C]	Switch Right 1 (to dagger)	3
▲, ■, ■	Y, X, X	(Y, B, B)	[E, C, C]	Slash Right 3	3
▲, ■, ■, ■	Y, X, X, X	(Y, B, B, B)	[E, C, C, C]	Slash Right 4	4
▲, ■, ■, ▲	Y, X, X, Y	(Y, B, B, Y)	[E, C, C, E]	Switch Left 3 (from dagger)	3
▲, ■, ■, ▲, ▲	Y, X, X, Y, Y	(Y, B, B, Y, Y)	[E, C, C, E, E]	Slash Left 3	3
▲, ▲, ■	Y, Y, X	(Y, Y, B)	[E, E, C]	Switch Right 2 (to dagger)	3
▲, ▲, ■, ■	Y, Y, X, X	(Y, Y, B, B)	[E, E, C, C]	Dagger Slash Right 3	3
▲, ▲, ■, ■, ■	Y, Y, X, X, X	(Y, Y, B, B, B)	[E, E, C, C, C]	Dagger Slash Right 4	4
▲, ▲, ■, ■, ▲	Y, Y, X, X, Y	(Y, Y, B, B, Y)	[E, E, C, C, E]	Switch Left 3 (from dagger)	3
▲, ▲, ■, ■, ▲, ▲	Y, Y, X, X, Y, Y	(Y, Y, B, B, Y, Y)	[E, E, C, C, E, E]	Slash Left 3	3
Hold ■	Hold X	Hold (B)	Hold [C]	Charge Attack	5
Hold ▲ (with secondary weapon)	Hold Y (with secondary weapon)	Hold (Y) (with secondary weapon)	Hold [E] (with secondary weapon)	Special Left Sword Attack	6
Hold ▲ (with axe)	Hold Y (with axe)	Hold (Y) (with axe)	Hold [E] (with axe)	Special Left Axe Attack	8
Hold ▲ (with mace)	Hold Y (with mace)	Hold (Y) (with mace)	Hold [E] (with mace)	Special Left Mace Attack	3

Prince Special Attacks

PlayStation2	Xbox	GameCube	PC	Attack	Dmg. Rating
Hold [R1] + ■	Hold (RT) + X	Hold [R] + (B)	Hold RMB+LMB	Counterattack (with dagger)	3
Hold [R1] + ■, ■	Hold (RT) + X, X	Hold [R] + (B, B)	Hold RMB+LMB, LMB	Counter Double Slash	4
Hold [R1] + ▲	Hold (RT) + Y	Hold [R] + (Y)	Hold RMB+[E]	Counterkick	2
Hold [R1] + ▲, ▲	Hold (RT) + Y, Y	Hold [R] + (Y, Y)	Hold RMB+[E, E]	Counter Double Slash	4
● (with weapons in hand)	(B) (with weapons in hand)	(X) (with weapons in hand)	[C] (with weapons in hand)	Throw Secondary Weapon	1
Hold ●	Hold (B)	Hold (X)	Hold [C]	Charge Throw Secondary Weapon	2
▲	Y	(Y)	[E]	Grab	—
▲, X	Y, A	(Y, A)	[E], [Spacebar]	Grab Rebound (to air)	—
▲, ■	Y, X	(Y, B)	[E], LMB	Grab Dagger Attack	3
▲, ▲	Y, Y	(Y, Y)	[E], [E]	Grab Throw	—
▲, ● (weak enemy)	(Y, B) (weak enemy)	(Y, X) (weak enemy)	[E, C] (weak enemy)	Steal Weapon Finish	1
Hold ▲, ■ (weak enemy)	Hold Y, X (weak enemy)	Hold (Y, B) (weak enemy)	Hold [E], LMB (weak enemy)	Steal Weapon Dagger Finish	1
X, ■	A, X	(A, B)	[Spacebar], LMB	Jump Dagger Attack	2
X, ▲	A, Y	(A, Y)	[Spacebar], [E]	Jump Kick	1
X (direction)	A (direction)	(A) (direction)	[Spacebar] (direction)	Roll	—
X, ■ (direction)	A, X (direction)	(A, B) (direction)	[Spacebar], LMB (direction)	Roll Dagger Attack	2
X (toward enemy)	A (toward enemy)	(A) (toward enemy)	[Spacebar] (toward enemy)	Manning (to air)	—
X, X (toward enemy)	A, A (toward enemy)	(A, A) (toward enemy)	[Spacebar], [Spacebar] (toward enemy)	Manning Rebound (to air)	—
■ (in air)	X (in air)	(B) (in air)	LMB (in air)	Air Dagger Attack	1

Prince Special Attacks (cont'd)					
PlayStation2	Xbox	GameCube	PC	Attack	Dmg. Rating
■, ■ (in air)	X, X (in air)	B, B (in air)	LMB, LMB (in air)	Air Dagger Attack Finish	3
▲ (in air)	Y (in air)	Y (in air)	E (in air)	Air Kick Attack	1
▲, ▲ (in air)	Y, Y (in air)	Y, Y (in air)	E, E (in air)	Air Landing Kick Sweep	1
● (in air)	B (in air)	X (in air)	C (in air)	Air Attack	1
●, ● (in air)	B, B (in air)	X, X (in air)	C, C (in air)	Air Weapon Steal	2
● (in air)	B (in air)	X (in air)	C (in air)	Air Weapon Throw	2
X (toward wall)	A (toward wall)	A (toward wall)	Spacebar (toward wall)	Wall Rebound (to air)	—
■ (toward wall)	X (toward wall)	B (toward wall)	LMB (toward wall)	Wall Dive Dagger Attack	1
▲ (toward wall)	Y (toward wall)	Y (toward wall)	E (toward wall)	Wall Kick Attack	1
■ (wall-run)	X (wall-run)	B (wall-run)	LMB (wall-run)	Wall-Run Dagger Attack	3
▲ (wall-run)	Y (wall-run)	Y (wall-run)	E (wall-run)	Wall-Run Spin Attack	1
■ (vertical wall-run)	X (vertical wall-run)	B (vertical wall-run)	LMB (vertical wall-run)	Vertical Wall-Run Dagger Angel Drop	5
■, ■ (vertical wall-run)	X, X (vertical wall-run)	B, B (vertical wall-run)	LMB, LMB (vertical wall-run)	Vertical Wall-Run Dagger Angel Kill	5
▲ (vertical wall-run)	Y (vertical wall-run)	Y (vertical wall-run)	E (vertical wall-run)	Vertical Wall-Run Spin Attack	9
▲ (toward column)	Y (toward column)	Y (toward column)	E (toward column)	Column Turn Dagger Attack	4
▲ (toward column)	Y (toward column)	Y (toward column)	E (toward column)	Column Turn Dagger Exit	4
▲ (toward column)	Y (toward column)	Y (toward column)	E (toward column)	Column Turn Feet Attack	2
▲ (toward column)	Y (toward column)	Y (toward column)	E (toward column)	Column Turn Feet Exit	2
■ (enemy on floor)	X (enemy on floor)	B (enemy on floor)	LMB (enemy on floor)	Ground Dagger Finish Attack	3
■ (duel)	X (duel)	B (duel)	LMB (duel)	Duel Dagger Against Bosses	3
■ (prince on floor)	X (prince on floor)	B (prince on floor)	LMB (prince on floor)	Stand Up Dagger Attack	2
▲ (prince on floor)	Y (prince on floor)	Y (prince on floor)	E (prince on floor)	Stand Up Spinwheel	1

Dark Prince—Only Commands

The following commands are not listed in the Pause menu—they are best used as combinations. Use the commands with no listed damage rating (—) to chain together attacks and take advantage of this robust fighting system.

Dark Prince Combo Attacks					
PlayStation2	Xbox	GameCube	PC	Attack	Dmg. Rating
▲, ▲, ▲	Y, Y, Y	Y, Y, Y	E, E, E	Three-Hit Horizontal Chain Combo	3
▲, ■, ■	Y, X, X	Y, B, B	E, C, C	Horizontal Chain Slash to a Two-Hit Vertical Chain Combo	4
■, ▲, ▲, ▲	X, Y, Y, Y	B, Y, Y, Y	C, E, E, E	Dagger Slash to a Three-Hit Horizontal Chain Combo	5



Dark Prince Combo Attacks (cont'd)

PlayStation2	Xbox	GameCube	PC	Attack	Dmg. Rating
■,▲,▲,■,■	X,Y,Y,X,X	B,Y,Y,B,B	C,E,E,C,C	Dagger Slash to a Two-Hit Horizontal and Vertical Chain Combo	5
■,■,▲,▲,▲	X,X,Y,Y,Y	B,B,Y,Y,Y	C,C,E,E,E	Two-Hit Dagger Slash to a Three-Hit Horizontal Chain Combo	6
▲,▲,■,■,■	Y,Y,X,X,X	Y,Y,B,B,B	E,E,C,C,C	Two-Hit Horizontal Chain Combo to a Three-Hit Vertical Chain Combo	7
■,■,▲,▲,■,■	X,X,Y,Y,X,X	B,B,Y,Y,B,B	C,C,E,E,C,C	Two-Hit Dagger Slash to a Two-Hit Horizontal and Vertical Chain Combo	7
▲,▲,▲,■,■	Y,Y,Y,X,X	Y,Y,Y,B,B	E,E,E,C,C	Three-Hit Horizontal Chain Combo to a Two-Hit Vertical Chain Combo	8
▲,▲,■,■,▲,▲	Y,Y,X,X,Y,Y	Y,Y,B,B,Y,Y	E,E,C,C,E,E	Two-Hit Horizontal and Vertical Chain Combo	9
▲,■,▲,■,▲,■	Y,X,Y,X,Y,X	Y,B,Y,B,Y,B	E,C,E,C,E,C	Horizontal Vertical	9
Hold ▲	Hold Y	Hold Y	Hold E	Chain Grab and Pull	2
Hold ■	Hold X	Hold B	Hold C	Special Right Dagger Attack	5

Dark Prince Special Attack Combos

PlayStation2	Xbox	GameCube	PC	Attack	Dmg. Rating
Hold R1 + ▲	Hold RT + Y	Hold R + Y	Hold RMB + E	Counterattack (with chain)	3
Hold R1 + ▲ , ▲	Hold RT + Y , Y	Hold R + Y , Y	Hold RMB + E , E	Counter Double Slash (with chain)	4
Hold R1 + ■	Hold RT + X	Hold R + B	Hold RMB + LMB	Counterkick	2
Hold R1 + ■ , ■	Hold RT + X , X	Hold R + B , B	Hold RMB + LMB, LMB	Counter Double Slash	4
Hold R1 + ●	Hold RT + Ⓟ	Hold R + X	Hold RMB + C	Counter with a Chain Helicopter Spin	—
Continually tap ● (slow)	Continually tap Ⓟ (slow)	Continually tap X (slow)	Continually tap C (slow)	Wide Chain Spin (above the Dark Prince's head)	1
Continually tap ● (fast)	Continually tap Ⓟ (fast)	Continually tap X (fast)	Continually tap C (fast)	Tight Chain Spin (above the Dark Prince's head)	1
Continually tap ● + ▲	Continually tap Ⓟ + Y	Continually tap X + Y	Continually tap C + 4	Chain Helicopter Spin into Horizontal Chain Finish	4
Continually tap ● + ■	Continually tap Ⓟ + X	Continually tap X + B	Continually tap C + LMB	Chain Helicopter Spin into Vertical Chain Finish	4
Hold ▲	Hold Y	Hold Y	Hold E	Chain Grab and Pull	—
Hold ▲ + press ■	Hold Y + press X	Hold Y + press B	Hold E + press LMB	Chain Grab and Pull + Dagger Slash	4
Hold ▲ + press ▲	Hold Y + press Y	Hold Y + press Y	Hold E + press E	Chain Grab and Pull + Projection	4
X , ■	A , X	A , B	[Spacebar] , LMB	Jump kick	2
X , ▲	A , Y	A , Y	[Spacebar] , E	Jump Chain Attack	1
X (direction)	A (direction)	A (direction)	[Spacebar] (direction)	Roll	—
X , ▲ (direction)	A , Y (direction)	A , Y (direction)	[Spacebar] , E (direction)	Roll Chain Attack	2
X (toward enemy)	A (toward enemy)	A (toward enemy)	[Spacebar] (toward enemy)	Manning (to air)	—
X , X (toward enemy)	A , A (toward enemy)	A , A (toward enemy)	[Spacebar] , [Spacebar] (toward enemy)	Manning Rebound (to air)	—



Dark Prince Special Attack Combos (cont'd)

PlayStation2	Xbox	GameCube	PC	Attack	Dmg. Rating
▲ (in air)	Y (in air)	Y (in air)	E (in air)	Air Chain Attack	2
▲,▲ (in air)	Y,Y (in air)	Y,Y (in air)	E,E (in air)	Air Chain Attack Finish	4
■ (in air)	X (in air)	B (in air)	LMB (in air)	Air Kick Attack	1
■,■ (in air)	X,X (in air)	B,B (in air)	LMB,LMB (in air)	Air Landing Kick Sweep	1
Continually tap ● (in air)	Continually tap B (in air)	Continually tap X (in air)	Continually tap C (in air)	Air Wide Chain Spin Sweep (below the Dark Prince's feet)	1
X (toward wall)	A (toward wall)	A (toward wall)	Spacebar (toward wall)	Wall rebound (to air)	—
▲ (toward wall)	Y (toward wall)	Y (toward wall)	E (toward wall)	Wall Chain Dive Attack	1
■ (toward wall)	X (toward wall)	B (toward wall)	LMB (toward wall)	Wall-Kick Attack	1
▲ (wall-run)	Y (wall-run)	Y (wall-run)	E (wall-run)	Wall-Run Chain Attack	3
■ (wall-run)	X (wall-run)	B (wall-run)	LMB (wall-run)	Wall-Run Spin Attack	1
▲ (vertical wall-run)	Y (vertical wall-run)	Y (vertical wall-run)	E (vertical wall-run)	Vertical Wall-Run Chain Angel Drop	6
▲,▲ (vertical wall-run)	Y,Y (vertical wall-run)	Y,Y (vertical wall-run)	E,E (vertical wall-run)	Vertical Wall-Run Chain Angel Kill	6
■ (vertical wall-run)	X (vertical wall-run)	B (vertical wall-run)	LMB (vertical wall-run)	Vertical Wall-Run Spin Attack	6
Hold ▲ (toward column)	Hold Y (toward column)	Hold Y (toward column)	Hold E (toward column)	Column Spin Chain Attack (long or close range)	4
▲ (toward column)	Y (toward column)	Y (toward column)	E (toward column)	Column Turn Feet Attack	2
▲ (toward column)	Y (toward column)	Y (toward column)	E (toward column)	Column Turn Feet Exit	2
▲ (enemy on floor)	Y (enemy on floor)	Y (enemy on floor)	E (enemy on floor)	Ground Chain Finish Attack	4
▲ (Dark Prince on floor)	Y (Dark Prince on floor)	Y (Dark Prince on floor)	E (Dark Prince on floor)	Stand Up Chain Sweep Attack	2
■ (Dark Prince on floor)	X (Dark Prince on floor)	B (Dark Prince on floor)	LMB (Dark Prince on floor)	Stand Up Spinwheel	1
● (Dark Prince on floor)	B (Dark Prince on floor)	X (Dark Prince on floor)	C (Dark Prince on floor)	Stand Up Chain Sweep Attack (with Chain)	1



Exotic Arsenal

The prince can wield a variety of weapons. From the dependable fish gutter to the magical King's Sword, his weapons greatly differ from one another. But none are more exotic than the weapons the prince can unlock.

By beating the game on any of the difficulty settings, you acquire a code to enter at the Pause screen the next time you load a game.

Baby Rattle



Damage: ●●●●●●●●●●
Hit Points: ●●●●●●●●●●
Special: Grounds enemies when hit

This weapon is unlocked after beating the game on Easy. Input the following code in the Pause menu after doing so:

PS2: ←, ←, →, →, ●, ■, ■, ●, ↑, ↓

Xbox: ⊕, ⊕, ⊕, ⊕, Y, X, X, Y, △, ⊙

GC: ←, ←, →, →, Y, X, X, Y, ↑, ↓

Telephone



Damage: ●●●●●●●●●●
Hit Points: ●●●●●●●●●●
Special: Deadly throw

This weapon is unlocked after beating the game on Normal. Input the following code in the Pause menu after doing so:

PS2: →, ←, →, ←, ↓, ↓, ↑, ↑, ●, ■, ●, ■, ■

Xbox: ⊕, ⊕, ⊕, ⊕, ⊙, △, △, △, Y, X, Y, X, X

GC: →, ←, →, ←, ↓, ↓, ↑, ↑, Y, Y, X, X, Y, Y

Chainsaw

This weapon is unlocked after inputting a special code given exclusively to customers who preorder the game.

PS2: ↑, ↓, ↑, ↓, ←, →,

←, →, ●, ■, ●, ■

Xbox: △, △, ⊕, ⊕, ⊕, ⊕,

⊕, ⊕, Y, X, Y, X

GC: ↑, ↑, ↓, ↓, ←, →, ←, →, Y, Y, X, X

Damage: ●●●●●●●●●●
Hit Points: ●●●●●●●●●●
Special: One-hit kill





Swordfish

This weapon is unlocked after beating the game on Hard. Input the following code in the Pause menu after doing so:

Damage: ●●●●●●●●●●
Hit Points: ●●●●●●●●●●
Special: One-hit kill

PS2: ↑, ↑, ↓, ↓, ←, →,
 ←, →, ●, ■, ●, ■

Xbox: ▲, ▲, ▼, ▼, ◀, ▶, ◀, ▶,
 ◀, ▼, ×, ▼, ×

GC: ↑, ↓, ↑, ↓, ←, →, ←, →, Y, Y, Y, Y



If you allow the Sand Gate guard to call in help, you will have to battle through waves of sand monsters, and you'll lose out on any Sands of Time they might leave behind. As for the rewards, they are linked to how many Sand Gates you have deactivated. If you deactivate all of them (and with the help of this guide, you will), the rewards are as follows:

NOTE

If you bypass any of the Sand Gates, the reward table will be skewed. For example, if you only deactivate the third, fifth, and eighth Sand Gates, you will get only the first three rewards.

Sand Gate Rewards

Throughout your Babylonian journey, you encounter nine glowing beams of light emanating from small circular indentations on the floor: these are the nine Sand Gates. To deactivate these gates, eliminate the Sand Gate guards blocking them. If you alert the Sand Gate guards before you kill them, they can transport reinforcements via the gates and make life more difficult for you. Furthermore, if you kill the Sand Gate guards before they activate the gates, you gain a full Sands of Time refill and whatever the default reward is for the gate (which we detail shortly).

Sand Gate Rewards

Sand Gate Order	Location	Reward
1	Guard Fortress	First Sand Tank
2	Lower City	100 Sand Credits
3	Upper City Gate	Time Power: Eye of the Storm
4	Temple Exterior	Second Sand Tank
5	Marketplace	150 Sand Credits
6	Upper City	Time Power: Winds of Sand
7	City Garden	Third Sand Tank
8	Upper City Rooftops	200 Sand Credits
9	Hanging Garden	Time Power: Sand Storm

Sand Credits

"Littered throughout the city are treasure boxes tucked away in corners or hard-to-find places. Each box contains a small but generous amount of Sand Credits. Refer to each of the level's maps to find them.

You can also gain Sand Credits by deactivating Sand Gates, killing sand monsters, defeating the bosses, and by beating the game on each difficulty level.

Sand Credits	
Task	Reward
Open Treasure Chest	10 Sand Credits
Deactivate Sand Gate 2	100 Sand Credits
Deactivate Sand Gate 5	150 Sand Credits
Deactivate Sand Gate 8	200 Sand Credits
Defeat Klompa	200 Sand Credits
Defeat Mahasti	100 Sand Credits
Defeat Twins	150 Sand Credits
Defeat Vizier	350 Sand Credits
Defeat Easy Mode	250 Sand Credits
Defeat Normal Mode	500 Sand Credits
Defeat Hard Mode	750 Sand Credits

Each time you accumulate a Sand Credit, it is tallied in the Extras menu. Check the Extras menu between gaming sessions to buy artwork and videos spanning the last three games in the *Prince of Persia* series.

NOTE

Unlockable videos can vary depending on which console you have.

Life Upgrades—"Two Thrones: Risk vs. Reward" Collection

Also scattered about Babylon are six life-extension fountains. These fountains are cleverly hidden throughout the journey and require short detours to obtain.

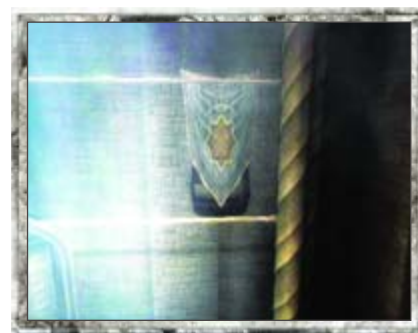
Often you must weigh the risk versus the reward before choosing to venture out to grab one. However, in order to complete the game, and often save yourself at moments where even a tad of health makes the difference, acquiring all of these health upgrades is key.



Sewers



Lower City



Temple



City Garden



Palace Entrance



Tower